

AMIGA FORMAT

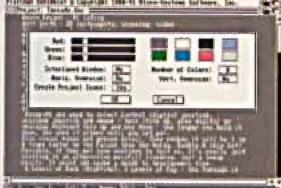
ISSUE 41 ■ DECEMBER 1992 ■ £3.95

PLUS your essential
XMAS Amiga gift guide

Brilliant!
Word processing program

The **AMIGA** Collection
FORMAT

No.9 RRP £35*
Scribble!



YOUR VERY OWN FULL-BLOWN WORD PROCESSOR!

Whether it's scribbling letters, doing reports or homework or even writing your first novel, this is just what you need!
* Please note - this version does not include dictionary and thesaurus

● 500Plus/600 Compatible ● 1Mb Required ●

AMIGA Arcade
Issue 41
FORMAT

Wordworth 2

Simply **THE BEST**

Call 0195 375723 for more information
Digitix Wordworth version 2

Get some driving action with the champ in this amazing demo!

Nigel Mansell's World Championship

Plus: lots more stuff besides, including some very useful utilities!!!

1Mb needed ● 500Plus/600 Com

NOVEMBER

DON'T MISS THIS!
TWO NEW AMIGAS
A1200 revealed: A4000 reviewed

**REVIEWED: ROAD RASH,
SHADOW OF THE BEAST 3,
WIN! A Miracle keyboard!
GFX: Amazing OpalVision**

Future
PUBLISHING
Your guarantee of value

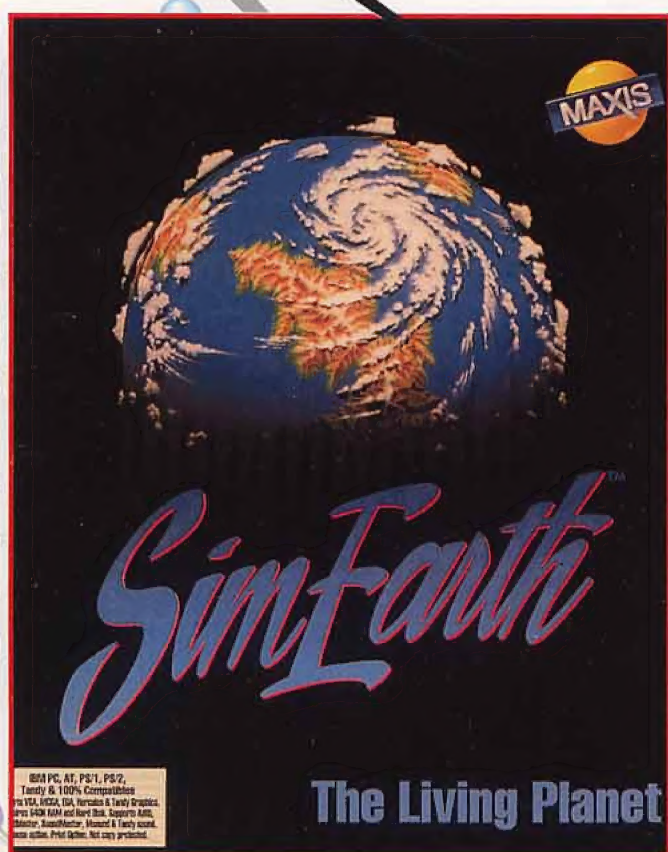


MAXIS

Inspired by James Lovelock's Gaia hypothesis, Sim Earth looks at the world as one interrelated living organism offering you the ultimate experience in planet management. Design and nurture planets from their creation through the evolution of life to the development of intelligence and technology that can reach for the stars.

TM & © 1990 Maxis and Will Wright.
All rights reserved.

AVAILABLE FOR: Macintosh,
IBM PC, Windows and Amiga.



IBM PC, AT, PS/1, PS/2,
Tandy & 100% Compatibles
VGA, VGA, VGA, Hercules & Eandy Graphics,
4MB RAM and Hard Disk. Supports ADR,
Blaster, SoundMaster, Sound & Family sound,
also other. Print Option. Not copy protected.

The Living Planet

*Choose from 24 battlefields.

*Use the powerful icon-driven
command language: with a simple
point and click, robots can be
instructed to commence in full
melee.

*Challenge your friends (and
enemies) through network support
for up to four machines.

*Use modem and serial link to mix
and match games on Macintosh,
Amiga or Windows versions.

AVAILABLE FOR: Macintosh,
Windows and Amiga.



Windows Version
IBM 486, PS/2, Tandy and 100% Compatibles
Requires Windows 3.1 installed on
enhanced mode, 10MB or faster, 8 MB RAM
and Hard Disk
VGA, VGA, VGA, VGA and Hercules
SoundMaster
Microsoft Windows 3.11 compatible mouse
required



*Choose from seven different
planet scenarios.

*Rule unlimited random worlds.

*Terraform Venus and Mars.

*View your worlds as flat
projections or spinning globes.

*Unleash volcanoes, earthquakes,
meteors and tidal waves.

Armed with bombs, bullets, missiles, grenades and more, you control teams of Robots that compete in five different sports: Survival, Treasure Hunt, Capture the Flag, Hostage and Baseball. By combining the tactical challenge of chess with the intensity of guerrilla warfare, RoboSport provokes total strategic mayhem. TM & © 1991 Maxis and Edward Kilham. All rights reserved.



OCEAN SOFTWARE LTD. 6 CENTRAL STREET. MANCHESTER

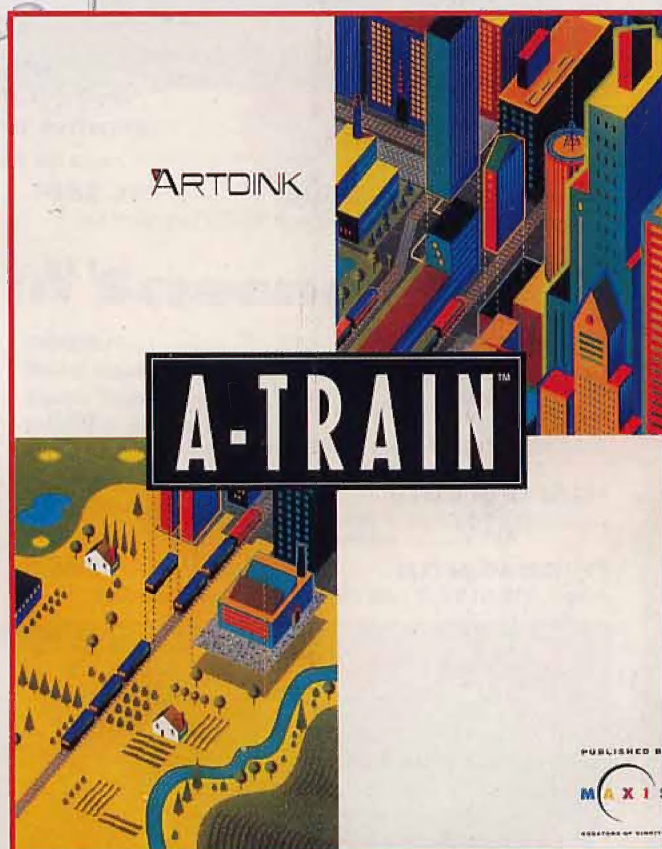
MAXIS ARTDINK



Featuring
Multi-Computer
and Multi-Player
capabilities



Sure A-Train has trains... but there's a lot more to it than making tracks. This new simulation gives you the triple challenge of designing and running a profitable railroad, growing a city and building a financial empire. You can borrow money, invest in subsidiary business and dabble in the stock market as well. Six scenarios will take all the organisational talent, planning skills and fiscal genius you've got. Maybe more. TM & © 1991 Artdink and Maxis. All rights reserved.



ARTDINK

A-TRAIN™



*Simulated 3-D graphics provide map and satellite views.

*Choose from 19 different train engines.

*Pick any 24 OTC stocks to reap extra profits.

*Build apartments, offices, factories, ski resorts, amusement parks and more.

*Get all of the professional advice you need from the many on-screen experts in A-Train.

AVAILABLE FOR: IBM PC, Macintosh and Amiga.

PUBLISHED BY
MAXIS
CREATORS OF SIMCITY

STOCK MARKET	
BUY	SELL
TRAIN REGISTER	
1	2
3	4
5	6
7	8
9	10
11	12
13	14
15	16
17	18
19	20
21	22
23	24
STATUS:	
COST:	
CONFIRM	

AMIGA FORMAT 41 DECEMBER 1992

EDITORIAL DEPARTMENT

EDITOR	Damien Noonan
DEPUTY EDITOR	Karl Foster
REVIEWS EDITOR	Neil Jackson
FEATURES EDITOR	Tim Smith
TECHNICAL EDITOR	Pat McDonald
PRODUCTION EDITOR	Gary Lord
STAFF WRITER	Andrew Nuttall

ART DEPARTMENT

ART DIRECTION	Marcus Dyson
DESIGN	Sue White

ADVERTISING DEPARTMENT

GROUP AD MANAGER	Jonathan Bint
AD MANAGER	Duncan Ferguson
SENIOR SALES EXEC	Louise Woods
SENIOR SALES EXEC	Robert Anderson

PUBLISHING

ADVERTISING PRODUCTION	Tracey O'Donnell
PROMOTIONS MANAGER	Michele Harris
CIRCULATION DIRECTOR	Sue Hartley
CIRCULATION ASSISTANT	Kate Elston
PUBLISHER	Greg Ingham

PRINTED IN THE UK BY

Chase Web Ltd, St Ives PLC, Plymouth
NEWSTRADE DISTRIBUTION, UK
Future Publishing, 0225 442244
NEWSTRADE DISTRIBUTION, OVERSEAS
MMC Ltd 0483 211222

AMIGA FORMAT

30 Monmouth Street
Bath, AVON, BA1 2BW

Telephone 0225 442244
Facsimile 0225 446019

SUBSCRIPTIONS, BACK ISSUES and MAIL ORDER

Future Publishing, Somerton,
SOMERSET, TA11 6TB

Telephone 0458 74011
Facsimile 0458 74378



No part of this publication may be transmitted or reproduced in any form without the permission of the publishers. Have a nice day.

History repeats of the month...

"Such a little man could not have made so big a depression."
Norman Thompson about President Herbert Hoover.

Member of the Audit Bureau of Circulations.

Registered Circulation

161,256

Jan - July 1992



News

- The Amiga 1200 revealed** 22
Is it really the A4000's chipset at an affordable price?
- CDTV price drop** 27
Realistic pricing or panic attack? We evaluate the move
- Morph for your money** 28
The face changing of graphics. Is it the next big thing?



IN NEWS

The A1200: the 32-bit Amiga we all hoped would happen? What does the launch of yet another new Amiga mean to you the user? We explore machine and issues.

Screenplay

- More classics, less cash** 83
Great games don't have to cost the Earth, do they?
- Beat them at their own game!** 151
Learn to program with the Bullfrogs
- Gamebusters** 159
Game beating advice on Civilization, Wizkid and more
- Helping Hand** 166
You gotta game problem? We got the answers



BUDGET CLASSICS

Classic games don't die, they just drop quite radically in price. We delve into the less expensive areas of the Amiga games scene to discover some gems.

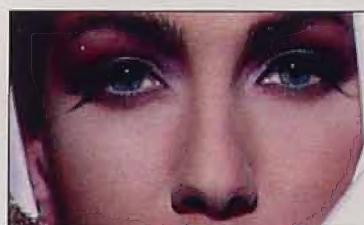
Reviews

- Compact Disc round-up** 146
We survey the latest CDs including 3D Construction Kit?
- OpalVision** 178
24-bit graphic hard and software. But is it any good?
- Wordworth** 184
The upgrade we've been waiting for. Or is it?
- VIDI-12** 188
The latest Amiga digitiser on the seen. We scan it
- Hard Disk CDTV** 197
That's right, you read it. Now what's it like?
- Printers Special** 200
A laser and an inkjet plus the latest software reviewed



REVIEWED OpalVision

Is this 24-bit graphics package one of the best buys for the Amiga or simply too much hype. We tell you.



REVIEWED VIDI-12

Digitising from video is one of the fastest growing areas on the Amiga. We examine the latest hardware for you.

Win! Win! Win!

- Promised you a Miracle** 74
Your chance to win a £300 Miracle keyboard system
- Vintage Campaign** 124
Videos, books and games all up for grabs



PRIZES GALORE!
The £300 Miracle piano keyboard tutor offers you the chance to learn music at your own speed. We offer you the chance to win one this month.

Regulars

- PD** 221
Make the most of your Amiga for the least money
- Workbench** 250
Learn to love the harder side of your Amiga
- Answerfile** 267
You provide the problems, we have the solutions
- Letters** 238
Enraging, amusing but never ever boring, join the club
- Special offers** 238
Some very special offers: good stuff at bargain prices
- Subscriptions** 263
Make it easy on yourself: get your mag delivered!



IN PUBLIC DOMAIN

Money managers and more are all available to you for next to nothing in this month's collection of free and budget-priced software.



SLIIIIIIIDE!

Live someone else's fantasy in one of the best slideshows we've ever seen with *Forgotten*, a strange mix of stunning images.

The A4000

Commodore have altered the view at the top of the Amiga range with a new design, a new chip set and some other surprises.

We unscrew the screws, take off the covers and explore the claims and the reality. Is the A400 going to be serious competition in the world of 'serious' computing. Come and explore it

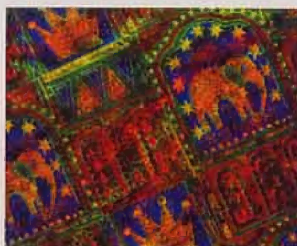
PAGE 40



Catalogue of joy

Can't think what to get for yourself (or even for friends and family this year)? Have a look through our lovingly crafted, and just a little tongue in cheek, catalogue of all that's good for the Amiga

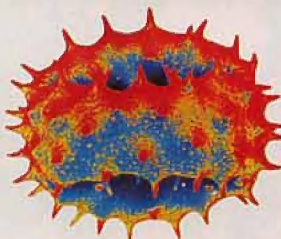
PAGE 57



Viruses explained

For some reason people still think it's a clever idea to write and distribute viruses. We don't. Happily, there are also people who write anti-virus software. We set out to explore both of these areas of the Amiga's world. Start on...

PAGE 211



Game reviews in Screenplay

Air Support.....	137	Rampart.....	104
Bunny Bricks.....	97	Road Rash.....	116
Caesar.....	92	Sabre Team.....	132
Campaign.....	124	Shadow of the Beast 3.....	96
Curse of Enchantia.....	136	Shadowlands.....	110
Dark Queen of Krynn.....	111	Shuttle.....	102
Doodlebug.....	133	Tiny Skweeks.....	140
Fighter Duel Pro.....	137	Treasure of the Savage Frontier.....	111
McDonald Land.....	133	Zyconix.....	140
No Second Prize.....	120		
Pinball Fantasies.....	128		
Populous: The Challenge Games.....	97		

Welcome to Amiga Format!

As the Conservative government crumbles and the world moans about its own personal recession, it's probably only in the Amiga world that we can safely say 'You've never had it so good!'

This month's big news (and it was enough to make us go 'Wow!' on the cover) is the release of a new Amiga. And not just any old new Amiga, but the machine we'd been fervently hoping for and had begun to believe Commodore wouldn't be able to deliver. It's an amazing new machine.

It's not all you might have wished for - it doesn't have 16-bit sound, it doesn't have a high-density disk drive. But it's a full 32-bit architecture based around a 68020 processor with 2Mb of RAM on board.

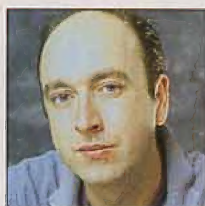
But you can read all about it in the News pages. What's important right now is what it means to Amiga owners in the UK.

It means, once again, that there's no question which is the best home computer there is. It means that new people will go

into shops, take one look at what an Amiga's doing and say 'Wow! I want one of those!'

And just to put this in perspective, it's the first development over the A500 that we would honestly say 'Now's the time to think about upgrading'. When the A500 Plus came out, it was a marginally better machine: but it wasn't worth your money to switch. When Workbench 2 became available as an upgrade and when the A600 went on sale, we still wouldn't advise you to abandon your A500 and move up.

But now we're looking at a situation where a real enthusiast's machine has appeared. The Amiga range is looking very different and the dear A500 is beginning to show its age. Don't get trampled in the rush - but do give it careful consideration.



Damien Noonan, Editor

COVERDISK over the page...

AMIGA Arcade Issue 41

Wordworth 2

The top word processor in new version useable demo shocker!

Simply THE BEST

Call 0895 270273 for more information about Digitia Wordworth version 2

Get some driving action with the champ in this amazing demo!

Nigel Mansell's World Championship

Plus: lots more stuff besides, including some very useful utilities!!!

1Mb needed • 500Plus/600 Compatible

Nigel Mansell's World Championship



Join our Nige' as he speeds around the Grand Prix circuits of the world - you could even try and beat him - in this fast action, playable demo.

Wordworth 2



Trying before you buy has always been a good idea, and we continue the tradition with this presentation of Wordworth 2, Digitia International's newly upgraded document processor. Don't just look at it though, this is a fully useable demo.

The AMIGA Collection

No.9 RRP £35* Scribble!

YOUR VERY OWN FULL-BLOWN WORD PROCESSOR!

Whether it's scribbling letters, doing reports or homework or even writing your first novel, this is just what you need

* Please note - this version does not include dictionary and thesaurus

500Plus/600 Compatible • 1Mb Required

In this month's Amiga Format Collection - a series of COMPLETE, FULL-PRICE programs - you get a great word processor ...

Scribble page 15

A word processor - you know that you've needed one for months and months. It's just been more fun to buy a game or a graphics package. Let us solve your dilemma for you by putting a fully fledged, very useable word processing package on to the Coverdisk and into the world-renowned Amiga Format Collection. This is £35 worth of processing power going to you all for the cost of Amiga Format. Use and enjoy (you could even write to us).

BC KID



BC KID

is a tiny big-headed prehistoric lad whose dear girlfriend has been kidnapped by nasty dinosaurs. To find her he will wander through various worlds including the stomach of a gigantic diplodocus and other delirious set ups.

- Brilliantly converted from the PC Engine by Factor 5, the team renowned for Turrican.
- Extremely colourful graphics with hilarious cartoony looks
- Excellent gameplay, fast smooth scrolling
- A splendid variety of boss stage monsters and baddies

"This is such a brilliant game that if you pass it by you deserve to be eaten by one of the monsters in BC KID's world! Don't think — buy!"

CVG 93%

UBI SOFT LTD.



Finchley House — 707 High Road — North Finchley — LONDON N12 0BT — Tel: (081) 343 9055

Wordworth 2

The top word processor in new version useable demo shocker!

Simply THE BEST

Call 099 37023 for more information
Digitix Wordworth version

Get some driving action with the champ in this amazing demo!

Nigel Mansell's World Championship

Plus: lots more stuff besides, including some very useful utilities!!!

AMIGA Arcade Issue 41

1Mb needed • 500Plus/600 Compatible

Coverdisk

Aha, so you spotted those two square plastic things stuck to the front cover, did you? Well, if you don't know what they are or what to do with them, fear not – **Andy Nuttall** and **Pat McDonald** are here to show you round...

GETTING STARTED

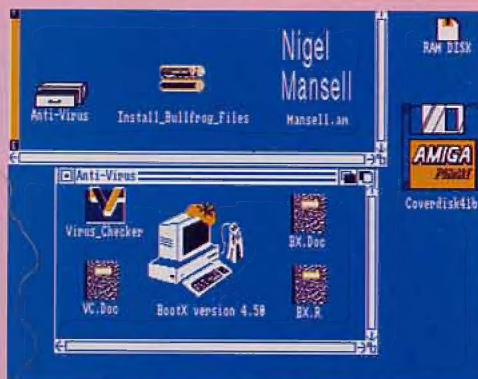
Once again, we've got two disks this month. Please note that the Wordworth 2 demo is actually on the *Scribble!* program disk, Coverdisk 41a. The other disk contains the demo of the game *Nigel Mansell*, the virus killer utilities and the Bullfrog's programming tutorial code.

When you're ready to load your Coverdisk 41, take it out of its little packet, and insert it in your Amiga. Now turn the Amiga on or, if it's already on, just reset it by holding down Ctrl and the two keys marked 'A'. You will now find that a basic version of Workbench will load.

A major part of your screen will now be covered by an icon called 'Coverdisk 41b'. Move the mouse pointer over the icon, and double-click

with the left mouse button. A window containing three icons will now appear: Anti-Virus, Install_Bullfrog_Files and Mansell.am. Double-click on the icon you require. Details of what to expect when one of the programs loads are on the relevant pages.

When reading a text file such as VC.DOC from the Anti-Virus folder, there is an option to print. However, this will not work unless you boot your own Workbench disk first, then insert the Coverdisk. The reason for this is that the programs which tell the Amiga how to print have not been included on the Coverdisk. To quit out of the document, either press the Esc key or click in the box at the top left-hand side.



Boot the disk, double-click on the disk icon and you'll see this window full of goodies.

Anti-Virus Software

Our feature, starting on page 211, is all about viruses: what they are and what they can do to your Amiga. If you don't want hands-on experience of a virus, it's a good idea to load up an anti-virus program – and luckily for you, we've included two of the best on the disk.

BOOTX BY PETER STEUR PAL WB2 ONLY

FIRST, AN APOLOGY: This program will not work from the Coverdisk on Kickstart 1.3 machines. We will try to rectify this next month. In many ways, this is a much more sophisticated anti-virus program than *Virus_Checker*. It does not appear to work in background mode though – that is, you cannot leave it running while you get on with something else.

Instead, you actively use the program to scan through your disk collection. One very clever feature of *BootX* is that, should it find a file that has been crunched with certain program, it will de-crunch the file and search it for viruses afterwards.

An even better feature is that *BootX* can be used to back up your games' bootblocks. This is the most vulnerable part of games disks – many viruses cannot write to the rest of the disk, but most viruses can overwrite bootblocks. A game without the correct bootblock is an unplayable pile of junk.

However, if you back up the bootblock first with this program, then it can be put back on the disk, effectively defeating the virus. True, it is a preventative measure rather than a cure – you have to be conscientious about making copies of bootblocks. But it's better than kissing £30's worth of game goodbye.

To use it, simply start the Coverdisk as normal,

double click on the *Anti-Virus* icon, and then double click again on the *BootX 4.5* icon. This icon, by the way, is commonly found on disks distributed by Safe Hex International, an organisation dedicated to combating the virus menace.

The first thing that *BootX* does is to load up its library of known bootblocks, another one containing all file viruses and a third with boot viruses. A list of known viruses can be obtained by holding down the right mouse button and selecting any of the Show options from the Project menu.

To check a disk for file viruses, select the Check Files option from the Files menu, and then show *BootX*

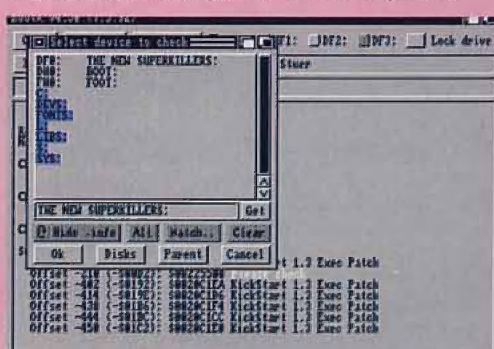


A number of options are available for scanning through files, including checking crunched (compacted) ones.

the disk or directory that you want to check. Hopefully you'll all have a really boring time and won't find any viruses in your collection – but I reckon that a few long-term nasties will be found and destroyed just before Christmas.

More information on using the program can be found by double clicking on the documentation files with the letters BX in the title.

BE CAREFUL! we hate to labour a point, but if you come across a bootblock that is of an unknown type, do not Delete it. If you do, and the bootblock turns out to be vital to the running of a program (usually a game) then the game won't work any more.



Choose which floppy disk or hard drive you want checked by clicking on its name from this menu.

VIRUS_CHECKER

JOHN VELDTHUIS
PAL/NTSC

ONE OF THE more popular pieces of anti-virus software, *Virus_Checker* has been around in various forms on the Amiga since 1989. Since then, of course, plenty of new viruses have arrived and so, in common with most anti-virus software, the program has regularly been updated.

Version 6.15, included here, is the latest release available, and it offers some very powerful features. You may find references to later test releases floating around in the public domain, but none has yet emerged that is as reliable as this one.

When you load up *Virus_Checker* by double-clicking on its icon, a small bar will appear near the top of the screen which shows that the program is resident in memory – that means the checker will stay in your Amiga until you restart the computer or switch it off. This means it's constantly available to check new disks as long as your Amiga is running.

Clicking on the *Virus_Checker* bar makes the window active, then clicking the right mouse button at the top of the screen brings down a menu. This menu is used to configure *Virus_Checker*, so that it can check an entire disk, check your Amiga's memory or check the bootblock of each disk as it is inserted. The latter option is very useful, because you can leave



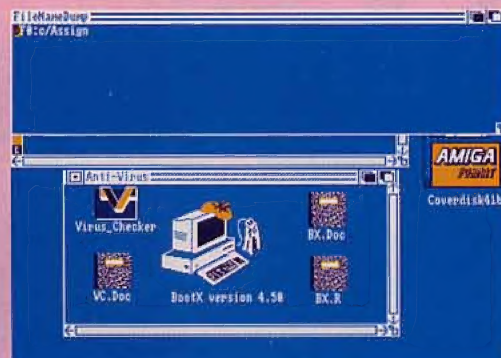
Link and File viruses are much more difficult to find than ordinary bootblock viruses. If you want the program to scan through and check if there are any on your disk, select this menu option.

Virus_Checker in memory, and rely on it to check every disk you put in the drive and to display a warning message should a dodgy one be used. To use this feature, *Virus_Checker* must be configured as follows:

- Access the Project menu by clicking on the *Virus_Checker* bar and holding down the right mouse button at the top of the screen. Choose Link/File Scan from the menu, and insert a disk into drive df0. Click on the Check Drive icon, then wait until the contents of the disk have been checked. Now choose Save Config from the Project menu. This will tell your Amiga to check all disks as they are inserted.



To make sure the program checks every disk you put in the drive, you must use the Save Config option.



A requester will appear asking you where you want to save the configuration to.



When you select the Link/File Scan option, you'll be asked to tell the program which drive the disk you want scanned is in. Type the name (for example, df0: for the internal drive) then click on 'Check drive'.

Once you have gone through this procedure, the program will still not autocheck for viruses straight away. If you stop the program (by clicking the Off button at the left side of the *Virus_Checker* window) and then run it again, the newly changed program will check disks automatically.

If a disk should contain a virus, or have a non-standard format, *Virus_Checker* will display a warning message. If it mentions the word virus in the warning, click on Remove to get rid of it. If it says something like 'This disk has a non-standard boot code' this could mean one of two things...

Either your disk contains a new virus which is not recognised by *Virus_Checker*, which is the less likely option; or the disk has been formatted in an unusual way. The latter is not uncommon – many self-booting disks such as game disks are of this type, and you don't want to destroy the non-standard bootblock of a self-booting disk just because you think it might be a virus – it most probably isn't.

Disks that are in 'foreign' formats (such as PC or Atari ST disks if you use *CrossDOS*) may also be flagged as non-standard, as will unformatted disks.

IMPORTANT – Sorry to labour the point, but – only if you see the word 'Virus' should you click on the Remove option. If you start Removing the boot blocks from your game disks, then your games won't work any more. You have been warned!

INSTALLING VIRUS_CHECKER ONTO YOUR HARD DRIVE

One of the advantages of this program is that it can be installed on your hard drive and booted with Workbench so that it checks every new disk. Here's how to do it: first boot up Workbench from your hard drive as normal, then go into the CLI (Command Line Interface) by double-clicking on the Shell icon. Now insert your Coverdisk into drive DF0: and type the following:

```
COPY DF0:ANTI-VIRUS/VIRUS_CHECKER TO SYS:C
```

The Amiga understands SYS as 'the disk I booted from to start with' – the hard disk.

In addition to copying the main files for *BootX* and *Virus_Checker*, you must also copy *VCBrain*, *VCBrainfile* and *Virus_Checker.config* from the S directory of the Coverdisk.

A common mistake is to wipe the hard disk's start-up sequence; so make sure you have a copy of this apart from the one in the S directory.

Everything in the Libs directory on the Coverdisk must be copied into the corresponding directories on your hard drive. Do this by typing:

```
COPY ALL FROM DF0:LIBS TO SYS:LIBS
```

Lastly, all you need to do is to set up your Workbench so that *Virus_Checker* runs when you switch on your Amiga.

This is quite simple: while you're still in CLI mode, go into the S directory of your hard drive, and type:

```
ED S/STARTUP-SEQUENCE
```

This will bring up a listing of your start-up sequence, which is the file that runs when you switch your Amiga on. You now need to tell the Amiga where to look for the *Virus_Checker* program, and so an extra line needs to be inserted before the command:

```
LoadWB
```

in the start-up sequence. Move down the list using the cursor keys, and press RETURN to create a blank line to insert the required command. In the space, type:

```
VIRUS_CHECKER
```

Now press the Esc key once, then press X followed



With a little care and attention (and not too much time at all) your valuable hard disk can be protected. Simply follow the procedure outlined here.

by RETURN. Your Amiga will now be set up so that *Virus_Checker* will run automatically when you switch on.



HMV

GAMES

check out the latest titles including



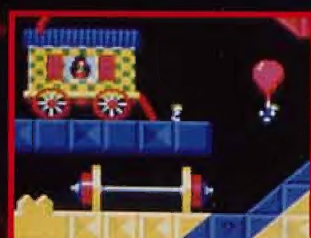
ROAD RASH



DESERT STRIKE



STREETFIGHTER 2



LEMMINGS 2

Nintendo

AMIGA

Macintosh

ATARI

SEGA

Commodore

IBM P.C.

Birmingham, 141 New St.

021 632 5577

Brighton, 61-63 Western Rd.

0273 747 221

Coventry, 54 The Precinct.

0203 258 801

Croydon, 137 North End.

081 686 5557

Kingston, First Floor, Bentalls Centre.

081 974 6921

Leicester, 9-17 High St.

0533 539 638

**HMV**

£5.00 OFF
ANY AMIGA GAME
COSTING £25 OR MORE

ONLY ONE VOUCHER PER PURCHASE
Cannot be used in conjunction with any other voucher or
promotion. Valid at any HMV games store listed in this ad.
until 31st January 1993. Cash value 0.0001p

Liverpool, 22-36 Church St.

051 709 1088

London, Ground Floor, 150 Oxford St.

071 631 3423

London, First Floor, 363 Oxford St.

071 629 1240

London, Trocadero, Coventry St.

071 439 0447

Manchester, 90-100 Market St.

061 834 8550

Reading, 138-141 Friar St.

0734 560 086

Reading, 4 Oxford Rd.

0734 584 855

KNOW HMV • KNOW GAMES



War. And peace.

Why soldier on with a noisy printer, when you can find peace, perfect peace, with a Panasonic QuietPrinter?

A printer that's not only quieter than many Inkjets, but, in independent tests, measured only 3.5dBA louder than the official rating for a 'quiet office'. In fact, you can hold a telephone conversation while it's printing right next to you.

There are three QuietPrinters in the range: two of them with a high quality colour printing option. And all of them with 600 other points in their favour.

This is because we're offering a free limited edition of SuperPrint for Windows software package (the full edition



KX-P2180 • 9-Pin narrow carriage • Optional 7 colour printing • Sound level less than 46dBA • 6 NLQ and 3 draft fonts • 192 cps Draft, 38 NLQ • 3 Paper paths, push/pull tractors, paper parking.



KX-P2123 • 24-Pin narrow carriage • Optional 7 colour printing • Sound level less than 44dBA • 1 SLQ, 6LQ and 3 draft fonts • 240 cps Draft, 80 LQ and 32 cps SLQ • 3 Paper paths, push/pull tractors, paper parking.



KX-P2624 • 24-Pin wide carriage • Sound level less than 44dBA • 1 SLQ, 7LQ and 3 draft fonts • 240 cps Draft, 80 LQ and 40 cps SLQ • LCD Front Panel • 4 Paper paths, push/pull tractors, paper parking.

normally retails at £99) with every QuietPrinter*. Enabling you to print in any type size from 4 to 600 point, and with open font architecture so you can use existing industry standard font packages.

Anyone can set up a QuietPrinter, to produce superb results, with any PC. It's remarkably easy to operate and has paper handling features which make it incredibly versatile.

As for running costs, like the noise level, they're much lower than other types of printer technology.

If you like the sound of the QuietPrinter range, freephone 0800 444220 or fax 0344 853707, and we'll tell you how to keep it all quiet on the printing front.

Panasonic
Printers

Wordworth 2

The top word processor in new version useable demo shocker!

Simply THE BEST

Get some driving action with the champ in this amazing demo!

Nigel Mansell's World Championship

Plus: lots more stuff besides, including some very useful utilities!!!

1MB needed • 500Plus/600 Compatible •

GETTING STARTED NIGEL MANSELL'S WC DEMO

Loading the demo couldn't be simpler: just insert the relevant Coverdisk into your Amiga, reboot or switch on your machine, then wait for the Workbench screen to appear.

Double-click on the disk icon, then on the Nigel Mansell icon, and wait. The demo does take ages to load, and will leave the disk drive light on when it has finished loading. Press the Ctrl key and the two Amiga keys either side of the spacebar to get out of the demo.

When the demo has loaded you will be presented with a spinning globe. Get your joystick, and press the fire button a couple of times until the menu screen appears. Now you should press 1 to see a running demo of the game, with your Amiga controlling the car; or press 2 to take on the role of 'our Nige' himself (and hopefully emulate his success).

GREMLIN
PAL/NTSC

FANCY THE CHANCE to emulate the great success of Formula One racing champ* Nigel Mansell? Then Gremlin have the game for you in the form of *Nigel Mansell's World Championship*. Strangely enough, the game was to have been called *Nigel Mansell's World Championship Challenge* but after he became World Champion with several rounds to spare, Gremlin decided that they simply had to change the name.

Taking the part of 'our Nige' you must take on the other big names in Formula One, such as Ayrton Senna and Martin Brundle. Try the game out by driving around our exclusive *Amiga Format* track which those nice people at Gremlin have created specially.

Follow the 'Getting Started' instructions until you get to the screen with a spinning globe. Pressing the space bar on this page will toggle the on-screen instruments, such as speeds and course map. Keeping the instruments on-screen has the advantage that the game is easier to play (because you can see how fast you're going), but the display rate is slightly reduced – so the gameplay looks slightly less smooth and realistic.

Playing the game is really simple. Wait for the lights to turn green, press and hold the fire button, and accelerate away. Move the joystick left and right to steer, let go of the fire button to brake. Don't worry about the gears – they are automatic on this demo. Watch out, though – you begin the race in twelfth place, and you've only got three laps to catch up, so to win the race you need to know the right tactics.

The most important stage of any race is the start. Without a good start, you won't have a good finish. Keep the fire button pressed when you see the red light, and pull the joystick to the right to take the first bend. If you don't hit anything you can get past eight



There's no more exciting place to be than sitting right on Senna's tail and pushing hard to gain the lead.

Nigel Mansell's World Championship



In demo mode, you can watch the Amiga control all the cars and see how winning is best achieved.

or nine cars on the first straight. The obstacles on either side make this a very difficult prospect – the later stages of the course have fewer obstacles and so are easier to negotiate.

Here's some extra controls: first, if you're doing pretty badly, hit the Esc key to go back to the beginning of the demo (don't worry, it doesn't have to load anything again). Overtaking is very tricky, and the best tactic is to build up speed around the bends and try to overtake on the straight. It is possible to overtake on



C'mon, fourth place simply isn't good enough! You've got a race and a Championship to win!

bends, but you tend to slew off the track and slow down, letting everyone behind you get ahead.

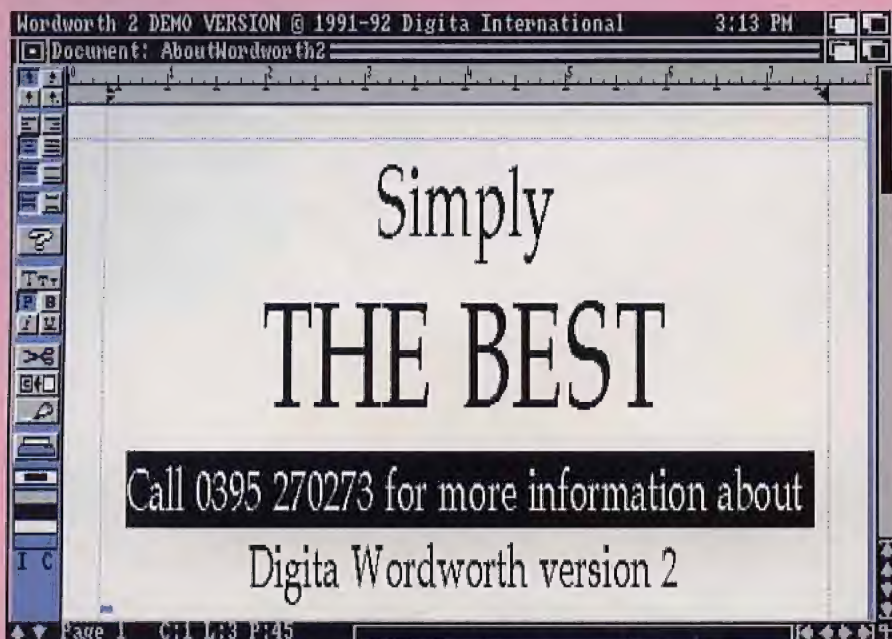
All the other cars will pull into the pits at some stage of the three laps. The best way to win seems to be to gradually move up the field until you are in third place at the end of the second lap. The two front runners will come into the pits, leaving you an open field to race through – you should win as long as you don't make any mistakes. My best time for finishing is two minutes 57 seconds – try beating that and have fun. ☺

FIVE WAYS TO WIN

- 1) A good idea is to swerve violently at speed to overtake groups of cars.
- 2) You always go faster when you are on the track than off it, so try your best to hold the corners as fast as possible.
- 3) The tunnel entrance is a major black spot for overtaking. Build up speed but don't manoeuvre too much.
- 4) Never go into the pit lane by mistake – you will slow right down.
- 5) Don't hang around behind cars, overtake as soon as you have the speed.



Don't be a pussy! Overtake when and where you can.



It's really very simple to select blocks of text for editing – just point and click three times with the left mouse button.

Wordworth 2

DIGITA INTERNATIONAL
PAL/NTSC

WORDWORTH IS, in many people's opinions, the best word processor ever created in the UK. While many are not impressed by the program's lack of speed, in terms of user-friendliness and overall power it is widely accepted as the best. One example of the thought that has gone into it is that partially-sighted people are grateful for the program's ability to speak text directly, without having to use a separate utility.

Wordworth 2 is not a simple clean-up and bug-fix type of upgrade. The program has been entirely rewritten. While many of the options remain the same, they have been tweaked both for speed and made more user friendly. It really is a much better program – which is why there's a big demo to show it off on the *Scribble!* disk.

First, a quick trip around the screen. On the left-hand edge is a column of tools which you can click on with the left button. Across the top of the screen are menus which can be accessed by holding down the right mouse button and moving the mouse pointer over them – release the button to select an option.

Many of the options in the tool column and in the menus are the same, so you can choose which way you prefer to work. Finally, at the right of the tool column and below the menus is the page display, where your precious words appear.

What makes *Wordworth 2* different to some other, less advanced, WP programs is that all the editing that you do to your text is instantly visible on the screen. If you italicise something on-screen, that's how it will end up looking when it is printed out – this technique is known as What You See Is What You Get, or WYSIWYG for short.

Time to find out how to edit a line of text. Move the mouse pointer to a line of text. The line which begins 'Call 0395 270273' will do fine. Holding down the left mouse button and move the mouse left and right – the text over which you move the on-screen cursor is highlighted. You will now be able to make various changes



Pictures, once imported, can be easily re-sized by clicking on them (to select them) and then clicking and dragging the boxes at the corners.

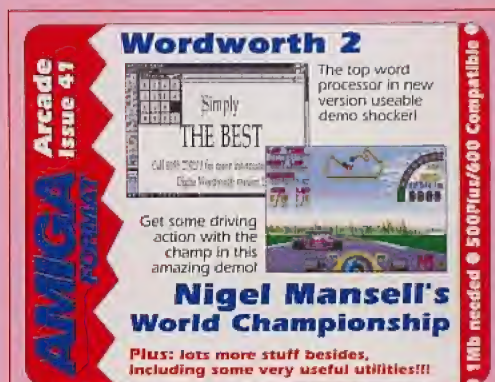
to this highlighted text. Now click the left mouse button it three times in rapid succession – the whole line of text should highlight. This is a convenient way of selecting text a line at a time.

Next, hold down the right mouse button and move the mouse to the 'Format' menu. Move the pointer back down to the 'Typeface >>>' option, and a sub-menu will be displayed, indicating which fonts are available. The current typeface is CG Palacio 24. CG means CompuGraphic, Palacio is the name of the font and 24 is the point size – how big the font is.

Try selecting a different point size (or a different font) and watch what happens. Chances are the typeface is too big to maintain the whole line, and it will be split up into separate bits. If you hit the Del key, all the highlighted text will be deleted. You can go to the Edit menu and select Erase, but Del is quicker.

Delete all the words on the page (don't worry, they will be re-displayed if you load the demo again). It's time to have a little play with the pictures. To read a picture into *Wordworth 2* is very easy. Hold down the right button, go to the Utilities menu and select Place Picture. A file requester will appear – click on the word 'Clipart', which should be just above the list of disk drives. Click again on the words 'Arrow Head', then on the 'Place' gadget.

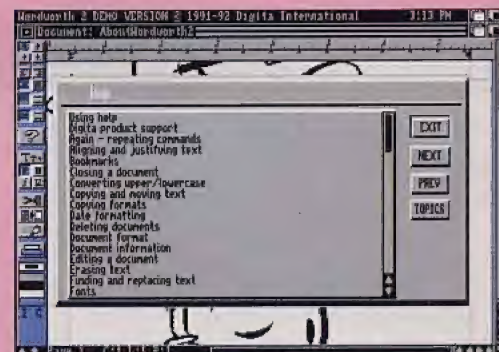
A box of choices will then appear. These are used to



GETTING STARTED WORDWORTH 2 DEMO

Getting the demo running is not too difficult. First, you must load Workbench (any version). Then insert the *Scribble!* disk and double-click on the disk icon when it appears. Double-click on the *Wordworth* drawer and finally double-click again on the *Wordworth 2* demo program icon.

The demo automatically loads a test document which is a big advert for the product. A large graphic 'About' icon will be displayed over this – to get past it, simply click anywhere on it. The more curious may want to read it first.



To get to the Help facility pictured above, either select Help from the *Wordworth* menu or click on the question mark on the toolbox on the left of the screen.

decide how you want the picture put on the screen. Just click on OK, and the picture will be displayed at the current cursor position. If you click on the picture, you can alter its size and position by clicking the eight boxes (or handles) which surround it.

This picture import facility has been greatly improved over the original version without being lots more complicated. It can import graphic files of many different types: IFFs, PCX, BMP, EPS and other picture formats (you cannot print EPS – Encapsulated PostScript – without a PostScript printer).

Oops! Ran out of space – you'll have to find out about the remaining 99% of the program yourself! **AF**

THE AGFA-COMPUGRAPHIC FONT CG PALACIO

Amiga Format and **Digita International** would like to express their gratitude to **AGFA** for granting permission to use the **CG Palacio** typeface on this Coverdisk. **CG Palacio** appears on this Coverdisk **ONLY** as part of the *Wordworth* demo, and the copyright remains with **AGFA**.

AGFA and **AGFA Rhombus** are registered trademarks of **AGFA-Gevaert AG**. **CG**, **CompuGraphic** and **Intellifonts** are registered trademarks, and **Shannon** and **CG Palacio** are trademarks of **Miles Inc.** Phew!

The finest role-playing adventures in history!

ROME ^{AD}92

*From Slave to Emperor - a game of
adventure, ambition and intrigue!*



Ancient Rome, AD92 - an era of ambition and political intrigue. You will take the part of Hector in this epic, role-playing adventure. Starting as a humble slave, you have the opportunity to fight your way to the top!

Learn the scheming ways of politics. Demonstrate your military prowess in distant lands. Win the backing of the Senate and the people. These are the ways in which you gain status and honour - and ultimately, the power to challenge the Emperor himself!

November release - PC and Amiga

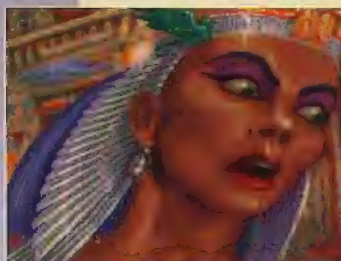


Rumours of an ancient document of awesome power... a strange murder at the dockside... As you check into your hotel, the desk clerk hands you a note... and you are drawn into a mystery of menacing proportions!

Your contacts, Cook's Guide and Alexandria map will guide you to unlock the secrets of a perilous, long-forgotten evil - but with courage and skill you may ultimately triumph!

November release - PC

March 1993 release - Amiga



MILLENNIUM

**BETTER GRAPHICS.
BETTER SOUND.
BETTER SOFTWARE.
BETTER GET ONE.**



Better take note. One CD inserted into the new Amiga CDTV stores the equivalent of up to 700 floppy discs. That's 550 megabytes of memory or 250,000 A4 pages of text.

CDTV also gives you access to over 3,000 Amiga titles and over 100 CDTV discs, covering everything from arcade

From  Commodore

quality games, to education. And CDTV can be used as a regular audio

CD player when connected to your stereo. The Amiga

CDTV Computer Pack, complete with qwerty keyboard, disc drive, mouse and infra red remote control can be yours for only £499.99 including our free Public Domain Collection disc. The Amiga CDTV Player Pack comes in even lower at only £399.99. All of which proves one thing.

When it comes to the ultimate in home entertainment, you won't find anything better than the Amiga CDTV.

**AMIGA
CDTV**

THE WORLD'S MOST INTERACTIVE INTERACTIVE HOME ENTERTAINMENT SYSTEM

© 1990 Commodore International Inc. All rights reserved. Commodore, the Commodore logo, Amiga, the Amiga logo, CDTV, the CDTV logo, and the Amiga CDTV logo are registered trademarks of Commodore International Inc. in the U.S. and other countries. All other trademarks are the property of their respective owners. Price and availability subject to change without notice.

The **AMIGA** Collection
FORMAT

No.9 RRP £35*
Scribble!

YOUR VERY OWN FULL-BLOWN WORD PROCESSOR!

Whether it's scribbling letters, doing reports or homework or even writing your first novel, this is just what you need!
* Please note - this version does not include dictionary and thesaurus

500Plus/600 Compatible • 1Mb Required •

You may never have considered that you needed a word processor – but now you've got one, hell, you may as well make the most of it. **Andy Nuttall** takes you through the basics...

SCRIBBLE! IS ONE of the rare things in life; it's useful and it hasn't cost you the Earth. It is also an excellent device for getting words on the screen and then onto paper with the minimum of fuss and bother. There are few frills (or thrills) to *Scribble!*, but you'll find it's quick and it's easy to use.

GETTING STARTED

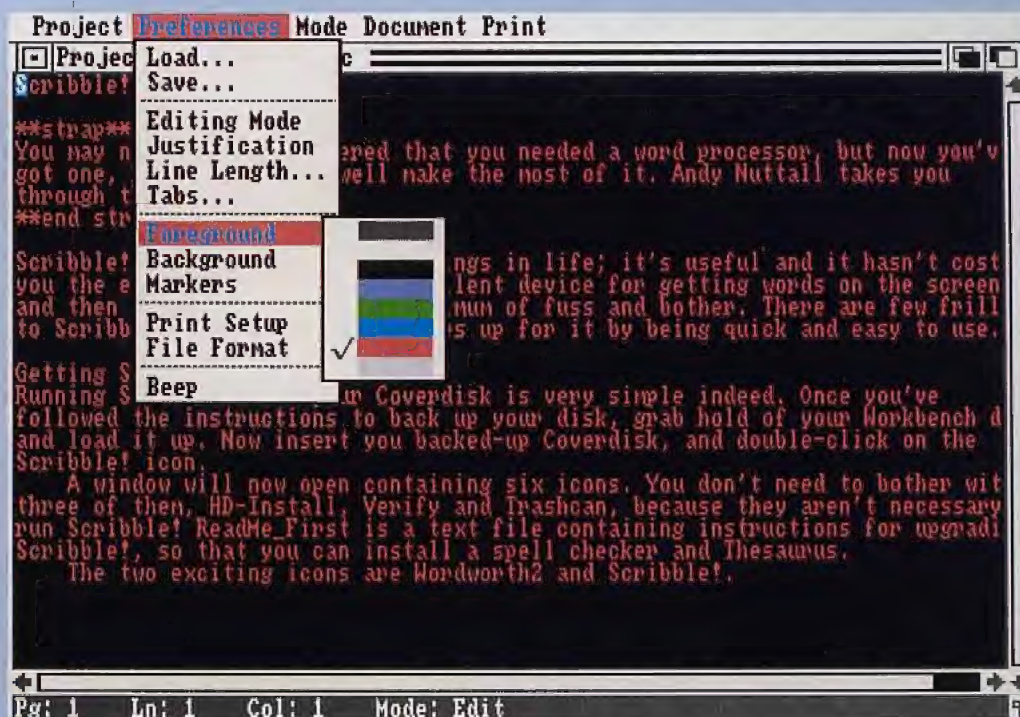
Running *Scribble!* from your Coverdisk is very simple indeed. Once you've followed the instructions to back up your disk, grab hold of your Workbench disk and load it up. Now insert your backed-up Coverdisk, and double-click on the *Scribble!* icon.



Double-click on the disk icon and this window appears. Now double-click on the *Scribble!* icon to load it.

A window will now open containing six icons. You don't need to bother with three of them, HD-Install, Verify and Trashcan, because they aren't necessary to run *Scribble!*. *ReadMe_First* is a text file containing instructions for upgrading *Scribble!*, so that you can install a spelling checker and thesaurus.

The two exciting icons are *Wordworth 2* and *Scribble!*. Double-clicking on the former will load the *Wordworth 2* demo. *Scribble!*, as befits its name, loads the main *Scribble!* program.



Scribble!

INSTALLING SCRIBBLE!

ON TO YOUR HARD DISK

Although *Scribble!* is quite quick and easy to use from floppy disk, if you're lucky enough to own a hard disk you will find it's better running from that. To install *Scribble!* on to your hard disk, follow the instructions below. Don't use the HDInstall icon supplied with your Coverdisk.

Right, first you need to find a partition on your hard disk with at least 200K of free space on it. Now load up the CLI (Command Line Interface) or Shell and copy the files *Scribble!* and *Scribble!.info* from your Coverdisk onto your free hard disk partition.

When the *Scribble!* program is running, it will sometimes try to access your Coverdisk. So now that you have *Scribble!* on your hard disk, you need to convince your Amiga to use that instead. To do this, you need to edit the startup sequence on your Workbench as follows. With the CLI loaded, change directory to the S directory, and type:

ED STARTUP-SEQUENCE

In the text file which appears, you will see a LoadWB command near the end. Position the cursor anywhere above this command, and press RETURN. In the space created type:

```
ASSIGN Scribble! <hard disk partition>
```

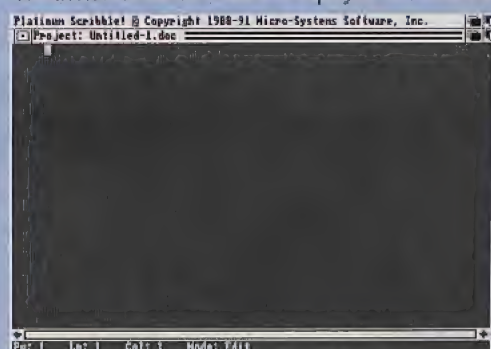
Where <hard disk partition> is the area of your hard disk which contains the *Scribble!* program; for example DH2: or FH0:. Now press the Esc key once, press the X key, and finally press RETURN. This will save your startup-sequence.

Remove your Coverdisk, and reboot your Amiga. Double-click on the *Scribble!* icon, and the program will load. *Voilà!*

RUNNING SCRIBBLE!

Before you begin, make sure that you have a blank disk available for saving your text files (or a separate directory if you want to save to hard disk). Create a formatted floppy disk by first removing your Coverdisk, then inserting a blank disk into your Amiga's internal drive. Next press and hold the right mouse button, and access the Disk menu at the top of the screen. Highlight Initialize from the menu, then release the button. The formatted disk will be created.

Remove the newly formatted disk, then replace your Coverdisk. OK, now it's time to start scribbling! The *Scribble!* icon should be displayed at the bottom



When *Scribble!* loads, you can begin typing text in to the blank screen immediately.

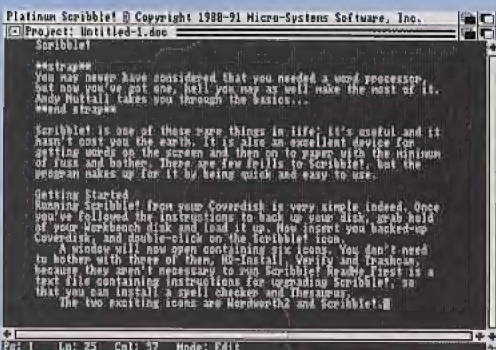
left of your Workbench screen, so double-click on it and wait until the program loads. The screen should turn black, and a menu bar will appear at the top.

As with Workbench, the menu options may be accessed by moving the mouse pointer to the top of the screen and holding down the right mouse button. We will explain these options later on, but first let's go through the basics of using *Scribble!* to write text.

The main part of the screen, which is now blank, is the part which you use to enter text. Try ▶

typing some words now, and you will see that the letters you type will appear on the screen. When a whole line is filled, the cursor will automatically move down to the next line and begin displaying words there instead. This automatic process is called 'word wrapping', and is one of the main differences between typewriting and word processing.

Although you can let *Scribble!* decide where to end the lines for you, it is quite safe to press Return to force the end of a line. It is sometimes necessary to do this; for example at the end of a paragraph, or if you want to create a blank line.

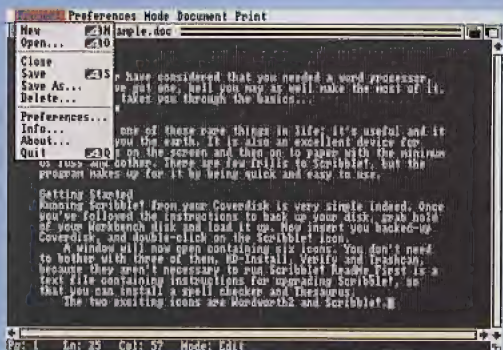


By the time you've typed in some text, it should look something like this.

If you make a mistake in typing text, correcting it couldn't be simpler. There are two special keys on your Amiga which are dedicated to editing text: Erase (the backwards-pointing arrow), on the top left of your keyboard; and Delete (Del) just above the cursor keys. Using the cursor keys, move the cursor to the position of your mistake, then you can use Erase to remove characters to the left of the cursor, or Delete to remove characters to the right of the cursor.

It will sometimes be necessary to separate your text into paragraphs. The first line of each paragraph should be indented using the Tabulate key (showing an arrow pointing to the right, with a line across the point of the arrow) which is located just above Caps Lock on the left side of your keyboard.

PROJECT MENU



The Project menu enables you to manage your documents, both on screen and on disk.

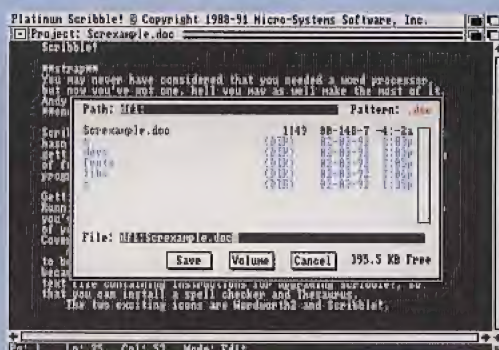
Right, now that you have some text on the screen, it's a good idea to save it to disk. Move the mouse pointer to the top of the screen, and hold down the right mouse button. Move the cursor across until the Project menu appears, then pull the cursor down until the Save option is highlighted. Let the button go, and the screen should now look something like the picture below.

The large box in the centre contains two black lines labelled Path: and File:. These are the areas which inform *Scribble!* about the files on disk. Click the pointer on the Path: area, and type the disk name where you want to store your files (such as df0: for your floppy drive), or click on the Volume icon to change between available disks. If you want to store

the file in a particular drawer on the disk, also enter this in the path, as you would do with any other Amiga function.

Next click the pointer on the File: area, and type the name you wish to call your text file. It's usual to give the name a three-letter 'extension' after a full stop (such as .DOC or .TXT) so that you can easily locate your text files. Finally click on the Save icon to save your file to disk.

Now it's a good idea to try some of the other file options. Choose Close from the Project menu, and the text you have just typed will disappear. You can reload



When you're writing text, it's a good idea to save it regularly just in case the Amiga crashes.

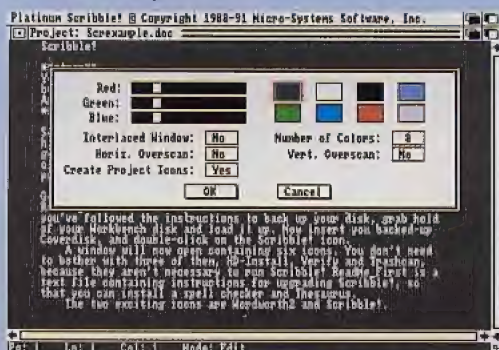
it from disk by choosing Open from the Projects menu, and double-clicking on the name of your file.

Delete enables you to remove a text file from disk, while New opens up another text window while the previous one is still open. The latter option is useful if you wish to compare two documents – you can swap between the two by clicking on one of the two boxes at the top right-hand corner of the window.

Right, now that we've gone through the basics of manipulating text on disk, let's go through the other menu options which are available.

Selecting Preferences from the Projects menu will bring up a window which can be used to change the on-screen colours.

Info is a useful feature which tells you all about the current set-up of *Scribble!*.

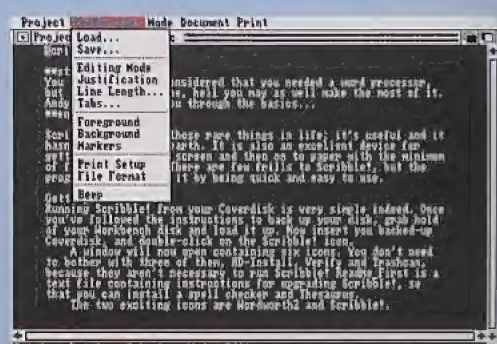


The Preferences screen enables you to alter various aspects of the screen display, such as the colours used.

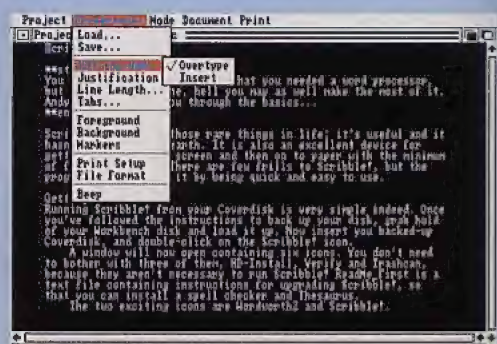
PREFERENCES MENU

The current Preferences set-up can be saved to disk using the Save option from this menu. The file which is created will be given the extension .FMT, which means that it is a text-formatting file, as opposed to a document. The preferences may be loaded back in at any time using the Load option.

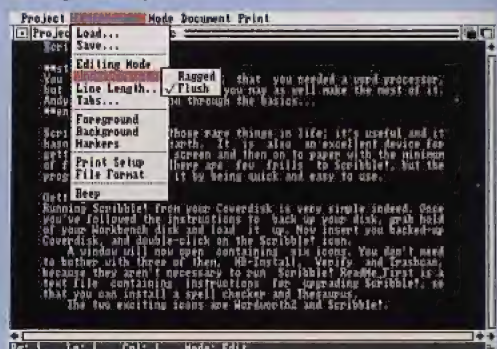
Some options will offer you a sub-menu, and one such option is Editing. Using this you can set the text entry mode to Overtyping or Insert. Overtyping causes the entered characters to overwrite those which are already on screen, whereas Insert will create space for the entered characters within the document. Try setting both options and typing – you'll notice the difference.



The Preferences menu controls certain items of *Scribble!*'s appearance and editing actions.



Set *Scribble!* into Overtyping or Insert mode using the Editing Mode option.

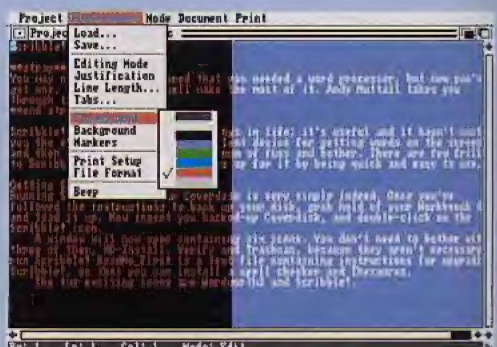


Using Justification, you can make your document text flush on the right-hand side, or leave it 'ragged'...

The Justify option controls whether the text appears on the screen as Justified (Flush on the left and right-hand side), or Ragged (flush on the left-hand side only).

When your text is justified, *Scribble!* will automatically insert spaces in your document so the text moves until it's flush on the right-hand side. These spaces are different from the ones you make using the space-bar of your Amiga, and they can be highlighted by pressing Shift-F10.

The Line Length command enables you to set the screen line length to match the printed line length. The length is set to 65 characters, so if your printer is capable of printing more characters per line than this set the Line Length to the required value.



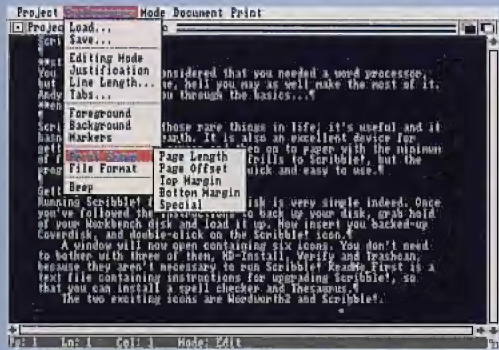
You can select the foreground (text) or the background colour from the eight colours that are available.

The Tabs option sets the required position of the tab stops, or where the cursor moves to when you hit the tab key on your Amiga.

The values correspond to the character positions on your screen, and each must be separated by a comma (,). The normal values are 5 and 45.

The Foreground and Background options on this menu enable you to select the foreground and background colours of your text window from the available eight. This is merely to suit your own taste for on-screen display, and will have no effect on the contents or the printing colour of your document.

The Markers option toggles the document markers on or off. The markers show where the Return key has been pressed within a document. Even when displayed on the screen, they will not be printed by your printer.



Using the Print Setup option you can format and prepare your document for printing.

The Print Setup options enable you to format your document, choosing how it will look when output via your printer. They are used as follows:

- **Page Length:** sets the height of your 'physical' page, or how many lines are printed on each page by your printer.
- **Page Offset:** the number of spaces that will be printed to the left of each line of text during printout.
- **Top Margin:** the number of lines which *Scribble!* will skip at the top of each printed page.
- **Bottom Margin:** the number of lines which *Scribble!* will skip at the bottom of each printed page.
- **Special:** enables you to send special 'escape codes' to your printer, which are used for formatting text. Sometimes, your printer driver won't enable certain codes to be passed to your printer, so you can force them through here. Consult your printer manual for the specific escape codes.

The three File Format options are used to alter how *Scribble!* stores the end of a line when your document is saved to disk. You can either set it to Line Feed (LF) only, Carriage Return (CR) only, or both LF and CR together. The default is LF only, but some printers require either CR or both to be set in order to operate correctly. Again, it's best to consult your printer manual if you're not sure.

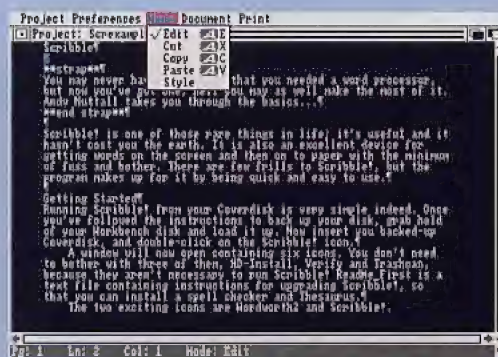
The Beep option toggles the beep warning on or off. If it's set to On, *Scribble!* will beep at you if you make a mistake.

MODE MENU

Scribble! defaults to Edit mode when you first load the program up. In this mode the mouse pointer appears in the shape of a pencil, and when you point and click on an area of text, the cursor will immediately move there.

The Cut and Copy modes are similar to each other in that they are used to pull out bits of text from your document, while the Paste mode is used to insert the Cut or Copied text back into your document.

You may decide, for instance, that a paragraph of your document may be better positioned elsewhere. What you should do, then, is to use the Cut mode to



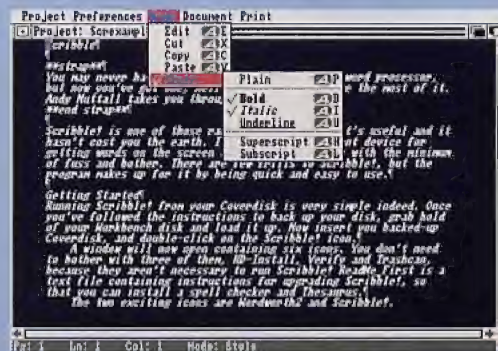
The Mode menu enables you to move or cut sections of text, and apply different styles to parts of your text.

pull out the paragraph and move it to the new position. The Copy mode works in a similar fashion, but true to its name it doesn't actually remove the original text, but just copies it.

In Cut mode the cursor appears as a pair of scissors. To cut out a block of text move the cursor to the beginning of the block, press and hold the left mouse button, then drag the pointer down until all the text you require is highlighted. When you release the button, the highlighted text will disappear.

To copy a piece of text, select Copy mode (the cursor will appear as a camera), and then use the same procedure as for Cut mode.

To put the Cut or Copied text into the required position in your document, position the cursor using the mouse and click the left mouse button. You may paste the text as many times as you wish.



Use Style to change the way your text is displayed on screen, and printed via your printer.

Various text styles are available via the Style menu. Simply select the style you wish from the menu, and you will see that the mouse pointer appears as a paint brush. Now move the cursor to the beginning of the text you wish to style, then click and hold the left mouse button. Drag the pointer down to the end of the required text, and let go. *Scribble!* will then work out the styles, and display the results a few seconds later.

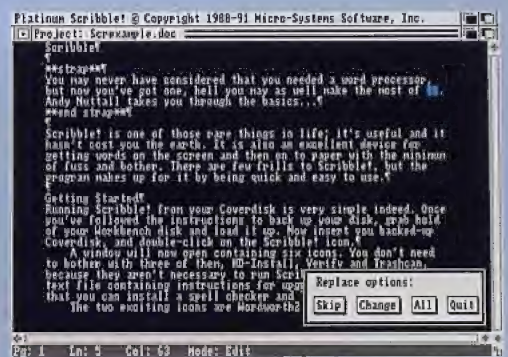
There are six text styles available: Plain, Bold, Italic, Underline, Superscript and Subscript.

DOCUMENT MENU

Sometimes you will find it necessary to locate a particular word or phrase within your document. To do this, simply select the Find option, then type in the required text. Hit Return, and *Scribble!* will move the cursor to the start of the located text. If it doesn't find it, it will come up with an error message.

The Replace option can only be used after *Scribble!* has already located a piece of incorrect text. Select Replace, then type in the text you wish to change to. Hit Return, and *Scribble!* will highlight the located text, and display a menu like the one below.

Click on Skip to move to the next location, Change to replace the text with the new version, All to change every matching piece of text, or Quit to stop.



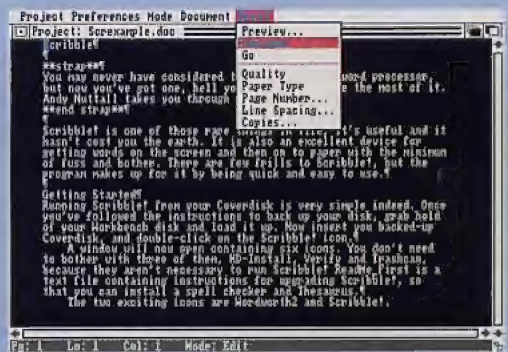
Once you've found a chunk of text within your document, you can change it easily using the Replace option.

This is particularly useful if you want to change a piece of text that occurs lots of times in your document – like changing a name that you have spelt incorrectly, for example.

THE PRINT MENU

This controls the way your document looks when it comes out of your printer. The commands are explained below:

- **Preview:** this enables you to view your document on-screen as though it were printed out on paper.
- **Forward:** using Forward you can print out your document from the cursor position onwards.
- **Go:** this command is used to start your printout. You can choose Go Printer, which sends the current document to your printer, or Go File, which writes it to a text file on disk.



When you're ready to print, access the Print menu to control the final copy of your document.

- **Quality:** If your printer supports both Draft and NLQ modes, this option switches between the two.
- **Paper Type:** This command tells *Scribble!* whether you are printing on continuous feed paper (Fanfold) or single sheets (Single).
- **Page Number:** Tells *Scribble!* to begin numbering pages for the current document with a value other than 1.
- **Line Spacing:** This command sets the line spacing that *Scribble!* uses when it's printing your document. The default setting of 1 produces single-spaced text, while 2 produces double-spaced text and so on ad infinitum.
- **Copies:** tells *Scribble!* how many copies of the current document to print.

And there you go! Hopefully, that should get you well on the way to top-class WP: best of luck!

EXPANSION POTENTIAL

Unfortunately, the Spell Checker and Thesaurus options could not be included on this version of *Scribble!* The good news is, we've arranged with HB Marketing (0753 686000) to supply a Supplemental disk as well as a complete manual at a bargain-basement cost of only £7.99!

Using Your Coverdisks

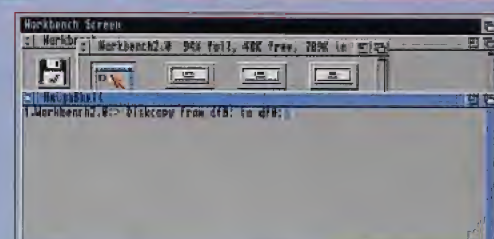
1. Always write-protect your Coverdisks. Move the tab so a hole is showing.
2. Copy the Coverdisks and use the copies, not the originals. This may sound like a complicated task, suitable only for techno buffs, but it's surprisingly simple to do, just follow the simple instructions for copying the disk which are given below.
3. Read the instructions when using the programs.

Backing up your Disk

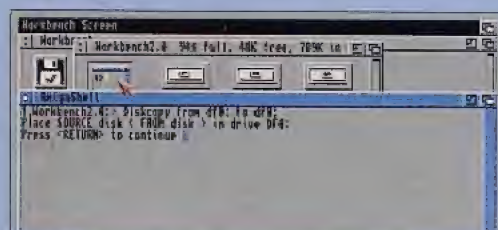
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



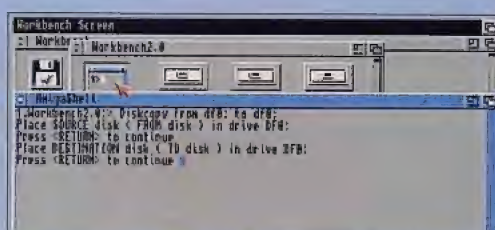
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



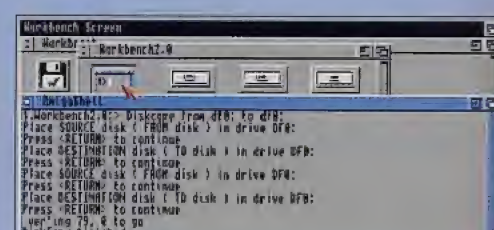
2 When the Shell window appears and the drive light is out, type in:
Diskcopy from dfa: to dfa:
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
endcli
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

DISK PROBLEMS?

If you have a problem with the disk – and you're sure the disk is in full working order – then you may need a little help. If you ring us on any Tuesday between 11am-7pm, and ask to speak to Pat McDonald, he will do his best to help you. Please understand, giving this sort of advice is time-consuming so only call if you really have to and do be considerate if we can't talk to you just then. If the problem is particularly complex it is better to send it to us in written detail. It will then be dealt with in the Workbench pages of the magazine.

BE CAREFUL!

We have done our best to check that all of the programs on the **Amiga Format** Coverdisk are simple to use and have no viruses. We cannot usually answer complex telephone queries on the software (see the Disk Problems? box) and we do not accept liability for any consequences of using the numerous programs that are on the disk.

COPYRIGHT

Unless it is specifically stated, the programs on the Coverdisks are not in the Public Domain and the copyright remains with the copyright-holder of the program.

Because some of the programs on the Coverdisks are not PD, selling or distributing them without the copyright-holder's specific permission is against the law.

Disk not working?

We duplicate nearly 500,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

First try using the DiskDoctor utility on your Workbench disk to rescue it before sending it off for a replacement. Full details of DiskDoctor can be found in the user's manual that came with your machine.

However, if your Coverdisk is faulty, you should send it back (with a brief note explaining what's wrong with the disk) including A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to this address...

Amiga Format December Disk
Disk Copy Labs
Units 2&3
Omega Technology Centre
Drayton Fields
Drayton
Northants
NN11 FRI

AMIGA • ATARI ST • COMMODORE 64 • SPECTRUM • AMSTRAD CPC

"The biggest hero of them all"

Amiga Power

is back in

CRYSTAL KINGDOM DIZZY™

Includes
Codemasters
unique
GAME GENIE™
enhancer codes
for great
entertainment!

**Free
Poster**



**Free
Dizzy
Stickers**

High adventure. Rich rewards. Big trouble!

Join superstar Dizzy in his most exciting adventure yet created! Four complete worlds of magic and mystery await! Featuring all the brilliant Dizzy characters and more interaction than ever before!

The mystical crystal treasures of the Yolk Folk have been stolen from the temple of Zeffar! Return them fast or, as prophecy has it, Dizzy's world will be under the shadow of darkness for ever! Time is running out....

£19.99

• AMIGA •
• ATARI ST •

£9.99

• COMMODORE 64 •
• SPECTRUM •
• AMSTRAD CPC •



CODEMASTERS

©1992 Codemasters Limited.

Lower Farm House, Stoneyporpe, Southam, Warwickshire CV33 0DL.
Tel: 0926 814132 Fax: 0926 817595.



Games marked (NOP) will not work on the A500 Plus or A600

3D CONSTRUCTION KIT 1.....14.99	CREEPERS.....19.49	HOOK.....16.99	NIGEL MANSELL'S WORLD CHAMPIONSHIP.....19.49	SHADOWWORLDS.....19.49
3D CONSTRUCTION KIT 2.....32.99	CURSE OF ENCHANTIA.....17.99	HUMANS.....17.99	NUCLEAR WAR.....5.99	SHUTTLE.....5.99
3-WHEEL DRIVE (LOTUS ESPRIT TURBO, TEAM SUZUKI, TOYOTA CELICA, COMBO RACER).....24.99	CURSE OF THE AZURE BOND (1 MEG) (SSI).....17.99	IAN BOTHAM'S CRICKET.....19.49	OPERATION WOLF.....8.49	SILENT SERVICE 2 (1 MEG) (NOP).....8.49
A-TRAIN (1 MEG).....24.99	CYTHON.....19.49	IK.....8.49	PACMANIA.....9.99	SIM ANT.....9.99
A320 AIR-BUS.....21.99	D-GENERATION.....10.99	INDIANA JONES 2 ADVENTURE (FATE OF ATLANTIS).....23.99	PAGESSETTER 2.0 DESK TOP PUBLISHING.....34.99	SIM CITY & POPULOUS.....34.99
ADDAMS FAMILY (1 MEG).....16.99	DARK QUEEN OF KRYNN (1 MEG).....21.99	INDIANA JONES ADVENTURE.....9.99	PAGESTREAM 2.2 DESK TOP PUBLISHING.....131.49	SIM CITY ANCIENT CITIES.....131.49
ADI ENGLISH (11-12).....16.99	DARKMERE (1 MEG).....15.49	INDY HEAT.....16.99	PAINT N CREATE EDUCATIONAL ART 6.....18.99	SIM CITY FUTURE WORLDS.....18.99
ADI ENGLISH (12-13).....16.99	DEATH KNIGHTS OF KRYNN (1 MEG) (SSI).....19.99	INTERCEPTER - RENEGADE LEGION (SSI).....10.99	PANG.....8.49	SIM CITY TERRAIN EDITOR.....8.49
ADI MATHS (11-12).....16.99	DELUXE PAINT 3 (WITH ANIMATION).....24.99	INTERNATIONAL RUGBY CHALLENGE.....17.49	PASCOL STARS.....16.99	SIMPSON.....16.99
ADI MATHS (12-13).....16.99	DELUXE PAINT 4 (1 MEG) (HAM MODE & ANIMATION).....54.99	INTERNATIONAL SPORTS CHALLENGE.....19.49	PAWN (MSCROLLS).....7.99	SPECIAL FORCES.....7.99
ADVANTAGE TENNIS.....16.99	DISNEY ANIMATION STUDIO.....49.99	ISHAR - LEGEND OF THE FORTRESS.....15.99	PEN PAL W/ORD PROCESSOR.....54.99	SPEEDBALL 2.....54.99
AFTERBURNER.....10.99	DODGEBUG.....13.99	JACK NICKLAUS GOLF.....8.99	PERFECT GENERAL.....22.99	SPELLING FAIR (7-13 YRS).....22.99
AGONY.....10.99	DUNE.....10.99	JAGUAR XJ220 (1 MEG).....9.99	PGA TOUR GOLF + COURSES.....19.49	SPIRIT OF EXCALIBUR (1 MEG) (NOP).....15.49
AIR BUCKS.....17.99	DUNGEON MASTER & CHAOS STRIKES BACK (1 MEG) (19.49)	JAMES POND.....7.49	PGA TOUR GOLF COURSE DISK.....11.49	STARSHU.....11.49
AIR SEA SUPREMACY (GUNSHIP, SILENT SERVICE, PLAN 9 FROM OUTER SPACE).....19.99	DYNA BLASTERS.....19.99	JAMES POND 2 - ROBOCOOL.....16.99	PINBALL DREAMS (1 MEG).....16.48	STEVE DAVIS SNOOKER.....16.48
AIR SUPPORT.....16.99	ELF.....16.48	JET SET WILLY.....5.99	PIRATES (NOP).....16.99	STORM MASTER.....16.99
ALIAN BREED (SPECIAL EDITION) (1 MEG).....8.99	ELITE.....10.99	JIMMY WHITE'S SNOOKER.....18.99	PITFIGHTER.....9.99	STRATEGY MASTERS (POPULOUS, HUNTER, MANCHESTER UNITED, INT SOCCER).....9.99
AMNIONS.....7.99	ELITE 2 - JAWS OF CERBERUS (1 MEG).....22.99	JINKER (MSCROLLS).....3.99	PLAN 9 FROM OUTER SPACE.....22.99	STRATEGY MASTERS (POPULOUS, HUNTER, MANCHESTER UNITED, INT SOCCER).....9.99
AMOS (GAMES CREATOR).....29.99	ERIC (1 MEG).....16.48	JOHN BARNES EUROPEAN FOOTBALL.....16.99	PLAYER MANAGER.....8.99	STREETFIGHTER 2.....21.99
AMOS 3D (REQUIRES AMOS).....22.99	ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS 8.49	JOHN MADDEN'S (U.S.) FOOTBALL.....16.00	POOLS OF DARKNESS.....21.99	STREETFIGHTER 2.....21.99
AMOS COMPILER (REQUIRES AMOS).....22.99	ESPAÑA-THE GAMES 92 (1 MEG).....19.49	KOB.....19.99	POPULOUS & SIM CITY.....16.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
AMOS EASY (FIRST STEPS TO PROGRAMMING).....22.99	EXILE.....16.49	KICK OFF + EXTRA TIME DISK (NOP).....3.99	POPULOUS 2.....16.48	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
AMOS PROFESSIONAL (THE ULTIMATE AMIGA PROGRAMMING TOOL).....44.99	EYE OF THE BEHOLDER (SSI) (1 MEG).....19.99	KICK OFF 2 (1 MEG).....8.99	POPULOUS 2 (1 MEG).....16.48	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ANALYTIC GAMES.....16.99	EYE OF THE BEHOLDER 2 (1 MEG).....23.99	KICK OFF 2 D/S.....8.99	POPULOUS 2 + CHALLENGE DATA DISK.....11.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ANIMOUR-GEDDON.....19.49	EYE OF THE BEHOLDER 2 (1 MEG).....23.99	KICK OFF 2 FINAL WHISTLE.....9.99	POWER UP (CHASE H.Q. TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP).....9.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ARABIAN NIGHTS.....15.99	F15 STEALTH FIGHTER.....14.99	KICK OFF 2 GIANTS OF EUROPE.....7.99	POWERUP (CHASE H.Q. TURRICAN, X-OUT, ALTERED BEAST, RAINBOW ISLANDS) (NOP).....9.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ARCHER MACLEAN'S POOL.....17.99	FABLES & FIENDS-LEGEND OF KYRANDIA.....19.99	KICK OFF 2 RETURN TO EUROPE.....7.99	POWERDRIFT (NOP).....3.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ARKANOID 2.....8.49	FANTASTIC WORLDS (REALMS, PIRATES, MEGA LO MANIA, POPULOUS, WONDERLAND).....22.99	KICK OFF 2 WINNING TACTICS.....7.99	POWERMONGER.....19.49	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ARMALYTE.....3.99	FANTASY PAK (COLORADO, BOSTON BOMB CLUB, CRYSTALS OF ARBOREA).....13.99	KICK OFF 3.....16.99	POWERMONGER WORLD WAR 1 DATA DISK.....11.49	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ARMOUR-GEDDON.....9.99	CRASH OF ARBOREA.....13.99	KIDSTYPE JUNIOR WORD PROCESSOR.....14.99	POWERWORKS (MAXIPLAN PLUS SPREADSHEET, KIND WORDS 2 WORD PROCESSOR, INFOFILE DATABASE) (NOP).....39.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ARMOUR-GEDDON 2.....19.49	FINAL COPY 2 WORD PROCESSOR.....89.99	KIND WORDS 3 WORD PROCESSOR.....29.99	PREMIERE.....16.49	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ASHES OF EMPIRE.....23.99	FINAL FIGHT (NOP).....16.99	KNIGHTS OF THE SKY (1 MEG).....22.99	PRINCE OF PERBIA (1 MEG).....9.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ASSASSIN (1 MEG).....17.49	FIRE & ICE.....16.99	LAST NINJA 2.....8.49	PROJECT X (1 MEG).....16.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ASSASSIN 2.....24.99	FIRST SAMURAI + MEGA LO MANIA.....13.99	LEANDER.....10.99	PROTECH VERSION 4.3 WORD PROCESSOR.....39.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ATARI 2600.....22.99	FLAMES OF FREEDOM (MIDWINTER 2).....11.99	LEGEND.....19.99	PUX-OVER.....16.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ATARIAN 2 (PSYGNOSIS).....14.99	FLIGHT SIMULATOR 2.....23.99	LEIBURE SUIT LARRY 2.....12.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
ATARIAN 2 (PSYGNOSIS).....14.99	FLOOR 13.....19.49	LEIBURE SUIT LARRY 5 (1 MEG).....25.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BATMAN THE MOVIE.....8.49	FORMULA 1 GRAND PRIX.....22.99	LEMMINGS.....12.49	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BATTLE ISLE (NOP).....19.99	FUN SCHOOL 2 (2-6).....7.99	LEMMINGS 2.....20.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BATTLE ISLE DATA DISK.....14.99	FUN SCHOOL 2 (5-8).....7.99	LEMMINGS DATA DISK - OH NO!.....9.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BATTLE OF BRITAIN.....11.99	FUN SCHOOL 2 (6-8).....7.99	LETHAL WEAPON.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BATTLE OF BRITAIN.....11.99	FUN SCHOOL 2 (3-5).....16.99	LOMBARD RAC RALLY.....8.49	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BEACH VOLLEY.....8.49	FUN SCHOOL 3 (5-7).....16.99	LOMBARD RAC RALLY.....8.49	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BILL'S TOMATO GAME.....16.99	FUN SCHOOL 3 (7-11).....16.99	LOTUS TURBO CHALLENGE 2.....11.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BIRDS OF PREY (1 MEG).....22.99	FUN SCHOOL 4 (2-5).....16.99	LURE OF THE TEMPTRESS.....18.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BLACK CRYPT.....16.99	FUN SCHOOL 4 (5-7).....16.99	MAGIC POCKETS.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BLUE MAX.....19.99	FUN SCHOOL 4 (7-11).....16.99	MANCHESTER UNITED EUROPE.....9.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BREACH 2 (ENHANCED).....8.99	GAUNTLET 2.....7.99	MAGIC MINER.....9.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GAUNTLET 2.....7.99	MCDONALD'S LAND.....17.49	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GOBLINUS.....16.99	MEGA SPORTS (SUMMER GAMES 1 & 2, WINTER GAMES) 16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GOLDEN ALE.....8.49	MERLIN'S MATHS (7-11 YRS).....18.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GOLF (OCEAN).....16.99	MICRO ENGLISH (8 YRS TO GCSE).....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GOLF WORLD CLASS LEADERBOARD.....7.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GRAHAM GOOCH WORLD CLASS CRICKET.....17.99	MICRO FRENCH (BEGINNER TO GCSE).....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GRAHAM TAYLOR'S SOCCER MANAGER.....16.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GUNSHIP 2000.....21.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	GUYS BPP.....19.49	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HARLEQUIN.....12.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HARPOON V1.21.....22.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HEAD OVER HEELS.....8.49	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HEAD TO HEAD.....21.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HEART OF CHINA (1 MEG).....22.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HEIMDALL (1 MEG).....11.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HEROQUEST + DATA DISK.....19.49	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HITCH HIKERS GUIDE.....8.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K-SPREAD 2 SPREADSHEET AND K-DATA DATABASE.....64.99	HOLLYWOOD COLLECTION (ROBOCOP, GHOSTBUSTERS 2, INDIANA JONES ACTION, BATMAN THE MOVIE) D'S (NOP).....9.99	CONFORMS TO NATIONAL CURRICULUM.....16.99	QUEST 8 (BLOODWYCH, MIDWINTER, CADAVRE, BAT).....13.99	STUART PEARCE'S SOCCER SELECTION'S (KICK OFF 2, MICROPROSE SOCCER, MANCHESTER UNITED, INT SOCCER).....11.99
BUSINESS PACK FOR AMIGA - WORDSWORTH WORD PROCESSOR, K				

CHOOSE FROM OUR SELECTION OF PERIPHERALS

PREMIER CONTROL CENTRE FOR AMIGA A600
(CUSTOM FIT)STEEL MONITOR STAND WITH
EXTRA SHELF FOR EXTERNAL DISK DRIVES
ETC PLUS CABLEING FOR EASIER CONNECTION
OF JOYSTICKS/MICE)
34.99

**PREMIER CONTROL CENTRE FOR AMIGA A600
OR A500 PLUS**
32.99

**ZYDEC STEREO
SPEAKERS FOR AMIGA OR ST**
BUILT-IN AMPLIFIER WITH VOLUME CONTROLS
34.99

TECHPLUS FAMILY COMPENDIUM
(KIND WORDS 3 W/PROCESSOR, JIMMY WHITE'S
SNOOKER, JOYSTICK, DUST COVER, FILE-A-
DISK, HEAD CLEANER, 5 BLANK DISKS AND
MOUSE MAT)
47.99

**CLEANING KIT FOR
COMPUTERS**
(INCLUDES VACUUM)
19.99

**EXTERNAL 3.5" DISK DRIVE FOR AMIGA WITH
SONY/CITIZEN MECHANISM. QUIET, HIGH QUALITY,
SLIM LINE DESIGN.**
49.99

POWER SCAN AMIGA HAND SCANNER
(VERSION 2) TRUE GREY SCALE 100-400 DPI
(INCLUDES SOFTWARE)
89.99

**TECHNO SOUND
TURBO SOUND
SAMPLER FOR
AMIGA INCLUDING LEAD
FOR ATTACHMENT TO WALKMAN/DISCMAN**
27.99

**SOUND ENHANCER
FOR AMIGA
(BOOSTS SOUND)**
34.99

**SCREENBEAT
STEREO
SPEAKERS
FOR AMIGA OR
PC.**
REQUIRE 4AA
BATTERIES
OR MAINS ADAPTOR. DESIGNED
SPECIFICALLY FOR COMPUTERS
INCLUDING MOUNTINGS FOR
ATTACHMENT TO MONITOR.
19.99

**MAINS ADAPTOR FOR
SCREENBEAT SPEAKERS** 7.99

**NAKSHA
MOUSE FOR
AMIGA OR ST
WITH
OPERATION
STEALTH**
24.99

**SQUIK MOUSE FOR
AMIGA OR ST**
12.99

MOUSE MAT 4.99

**A501 AMIGA (WITH BART) 512K RAM EXPANSION
GENUINE COMMODORE ITEM WITH CLOCK
FREE BART SIMPSON GAME.....34.99**

**512K AMIGA RAM WITH CLOCK FOR A500 AND A500+ 21
512K AMIGA RAM WITHOUT CLOCK FOR A500 AND
A500+.....19.99**

**1 MEGABYTE AMIGA RAM UPGRADE FOR A500 PLUS
(TECHNOPLUS) (GIVES 2MB RAM IN TOTAL) 3.....14.99**

1 MEGABYTE A500 RAM UPGRADE WITH CLOCK.....49.99

REPLACEMENT AMIGA POWER SUPPLY.....27.99

**TILT & SWIVEL MONITOR/STAND, FITS 14" MONITORS 14
HI-FI LEAD - AMIGA TO STANDARD PHONO INPUT.....3.99**

POPULOUS/FALCON LEAD (NULL MODEM CABLE).....1.99

**RF SWITCH FOR AMIGA, ST OR CONSOLE (SWITCH
BETWEEN TV AERIAL AND COMPUTER WITHOUT
DISCONNECTING).....3.99**

**SCART LEAD - AMIGA TO TV WITH SCART INPUT
(GIVES MONITOR QUALITY PICTURE).....9.99**

**DUST COVER FOR 80 COLUMN PRINTER (CLEAR PVC) 4
DUST COVER FOR AMIGA 500 OR ATARI ST (CLEAR PVC) 4
DUST COVER FOR AMIGA 600.....1.99**

DUST COVER FOR MONITOR OR TV (CLEAR PVC).....3.99

3.5" DISK HEAD CLEANER.....3.99



CITIZEN 120D+ PRINTER
9 PIN, 80 COLUMN, 144 CPS/25NLQ,
2NLQ/1 DRAFT FONT, 24 MTH WARRANTY.
HIGH QUALITY MONO PRINTER.
FREE MEMBERSHIP
FREE PRINTER LEAD
129.99



CITIZEN SWIFT 9
WITH COLOUR KIT 9 PIN, 80 COLUMN,
192CPS/48NLQ, 3NLQ/1 DRAFT FONT,
24 MTH WARRANTY. A 9 PIN PRINTER
WITH COLOUR FACILITY AND FULL PAPER
HANDLING FUNCTIONS.
FREE MEMBERSHIP
FREE PRINTER LEAD
FREE COLOUR KIT
184.99



CITIZEN 224 24 PIN
WITH COLOUR KIT, 80 COLUMN,
192CPS/48NLQ, 3NLQ/1 DRAFT FONT,
24 MTH WARRANTY. 24 PIN LETTER
QUALITY PRINTER WITH EXCELLENT
GRAPHICS (360X360 DPI).
FREE MEMBERSHIP
FREE PRINTER LEAD
FREE COLOUR KIT
224.99



CITIZEN 240C 24 PIN
WITH COLOUR KIT, 80 COLUMN,
240CPS/80LQ, 9LQ/1 DRAFT FONT,
24 MTH WARRANTY. ADVANCED VERSION
OF 24E WITH AUTOSSET FEATURE AND
LCD CONTROL PANEL.
FREE MEMBERSHIP
FREE PRINTER LEAD
FREE COLOUR KIT
279.99



STAR LC24-20 24 PIN
80 COLUMN, 192CPS/48LQ,
5LQ/1 DRAFT FONT, 12 MTH WARRANTY.
24 PIN QUALITY AT 9 PIN PRICE.
FREE MEMBERSHIP
FREE PRINTER LEAD
204.99



CANON BJ-10EX BUBBLE JET
64 NOZZLE, 80 COLUMN, 83LQ CPS
2LQ/1 DRAFT FONT, 12 MTH WARRANTY.
A SMALL, PORTABLE PRINTER, VERY
QUIET IN OPERATION YET GIVING
OUTSTANDING PRINT QUALITY.
FREE MEMBERSHIP
FREE PRINTER LEAD
229.99

BON (COLOUR) FOR CITIZEN SWIFT 9, 24, 224 OR 240C17.99
BON FOR CITIZEN SWIFT 24, 224 OR 2406.99
BON FOR CITIZEN SWIFT 9 OR 120D+6.99
BON (COLOUR) FOR STAR LC20010.99
BON FOR STAR LC206.99
BON FOR STAR LC2406.99
BON FOR STAR LC24-206.99
CARTRIDGE FOR BJ10EX19.99

PRINTER LEAD (PARALLEL) FOR AMIGA, ST OR PC7.99
ST COVER FOR 80 COLUMN PRINTER (CLEAR PVC)4.99



GVP HD8+ 52 MEGABYTE
AMIGA HARD DRIVE (SERIES II) WITH
EXPANSION SLOTS TO UPGRADE
AMIGA RAM TO 8 MEG
314.99
GVP 2x1 MEG AMIGA RAM EXPANSION
(SIMMS FIT IN GVP HARD DRIVE TO
EXPAND AMIGA BY 2 MEG OR 4 MEG
RAM)
89.99

CHOOSE FROM 3 GREAT AMIGA 600 & 600HD PACKAGE DEALS



**AMIGA 600
LEMMINGS
PACK**

299.99

FREE DELUXE PAINT 3
FREE LEMMINGS
FREE MEMBERSHIP
BUILT-IN TV MODULATOR, 1 MEG
RAM EXPANDABLE TO 2 MEG
1 YEAR IN-HOME SERVICE
WARRANTY WITH OPTION TO
EXTEND



**AMIGA 600
WILD, WEIRD,
WICKED PACK**

319.99

FREE MEMBERSHIP
MICROPROSE GRAND PRIX, PUSH
OVER, PUTTY, DELUXE PAINT 3,
BUILT-IN TV MODULATOR,
1 MEG RAM EXPANDABLE TO 2 MEG,
1 YEAR IN-HOME SERVICE
WARRANTY WITH OPTION TO
EXTEND



**AMIGA 600HD EPIC
PACK WITH INTERNAL 20 MEG
HARD DRIVE**

449.99

FREE MEMBERSHIP
EPIC, ROME, MYTH, TRIVIAL PURSUIT,
LANGUAGE LAB, DICTIONARY (5
LANGUAGES), DELUXE PAINT 3,
BUILT-IN TV MODULATOR, 1 MEG
RAM EXPANDABLE TO 2 MEG,
1 YEAR IN-HOME SERVICE
WARRANTY WITH OPTION TO
EXTEND

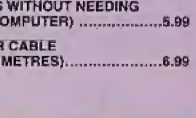
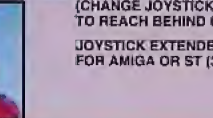
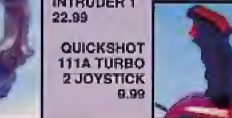
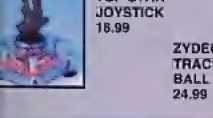
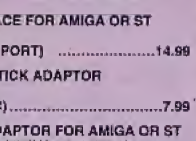
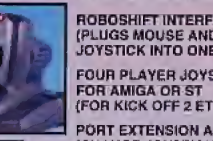
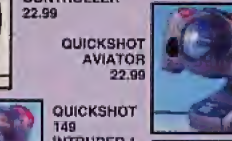
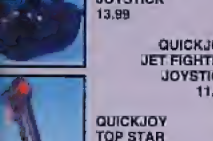
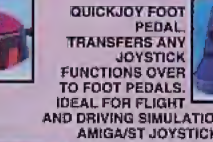
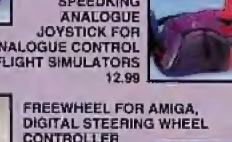
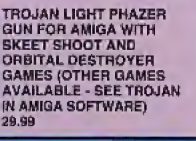
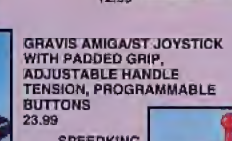
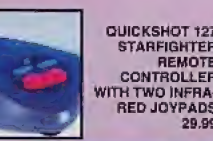
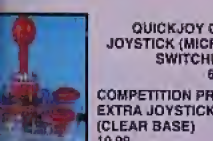
**3.5" DSDD Verbatim
DISK WITH LABEL
69p Each**



**PACK OF 50
Verbatim 3.5" DSDD
DISKS + LABELS 22.99**



BANX DISK BOX 3.5"
(80) STACKABLE
9.99
DELUXE DISK BOX 3.5"
(80), LOCKABLE, DIVIDERS
10.99
DISK BOX 3.5" (10 CAPACITY)
1.99
DISK BOX 3.5" (80)
LOCKABLE, DIVIDERS
7.99
DISK BOX 3.5" (100)
LOCKABLE, DIVIDERS
8.99



CHOOSE A SCART TELEVISION/MONITOR FOR A PIXEL PERFECT PICTURE



Goldstar 14"
TV/Monitor
WITH REMOTE CONTROL
AND SCART INPUT
TO AV CHANNEL
FREE SCART LEAD
(STATE SNES OR SEGA)
FREE MEMBERSHIP
159.99



Sony KVM1410U 14"
FST Colour
TV/Monitor
WITH REMOTE CONTROL
60 CHANNEL TUNING
FRONT AV SOCKETS
REAR SCART INPUT
BLACK TRINITRON SCREEN, LOOP AERIAL
FREE SCART LEAD
(STATE AMIGA, SEGA OR SNES)
FREE MEMBERSHIP
199.99



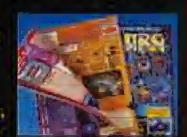
Inter-Mediate Ltd. Registered Office: 2 South Block, The Mailings,
Sawbridgeworth, Herts CM21 9PG.
Inevitably, some games may not yet be released. Please phone Sales on
0279 600204 for latest release dates and stock availability.

Call 0279 600204 Now!
Open to 8pm Weekdays
and to 5pm Weekends

We only supply members but you can order as you join.

ANNUAL MEMBERSHIP
UK £6.99 EEC £8.99 WORLD £10.99

The Special Reserve full colour
club magazine NRG is sent to all
members bi-monthly. NRG
features full reviews of new
games plus mini-reviews, new
products, Special Reserve charts,
Release Schedule and hundreds
of special offers.



PLUS - EVERY ISSUE CONTAINS
£30 worth of money-off coupons
to save even more money off our amazing prices.

We sell games and accessories, all at amazing prices,
for Megadrive, Master System, Game Gear, Super NES,
Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC and CDTV.

Best Service, Best Prices, Biggest Selection
120,000 people have joined Special
Reserve, so don't delay, join today!

Call 0279 600204 & ask for a
FREE colour catalogue!

(HARDWARE PRICES INCLUDE VAT &
CARRIAGE TO UK MAINLAND)

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

Name _____

Address _____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or

Membership £6.99 UK, £8.99 EEC, £10.99 World

Item _____

Item _____

Item _____

Item _____

ALL PRICES INCLUDE UK POSTAGE & VAT

Cheque/P.O./Access/Mastercard/Switch/Visa Switch Issue No

Credit card expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge

World software orders please add £1.00 per item.

Non-software items please add 10% EEC or 25% World.

Overseas orders must be paid by credit card.

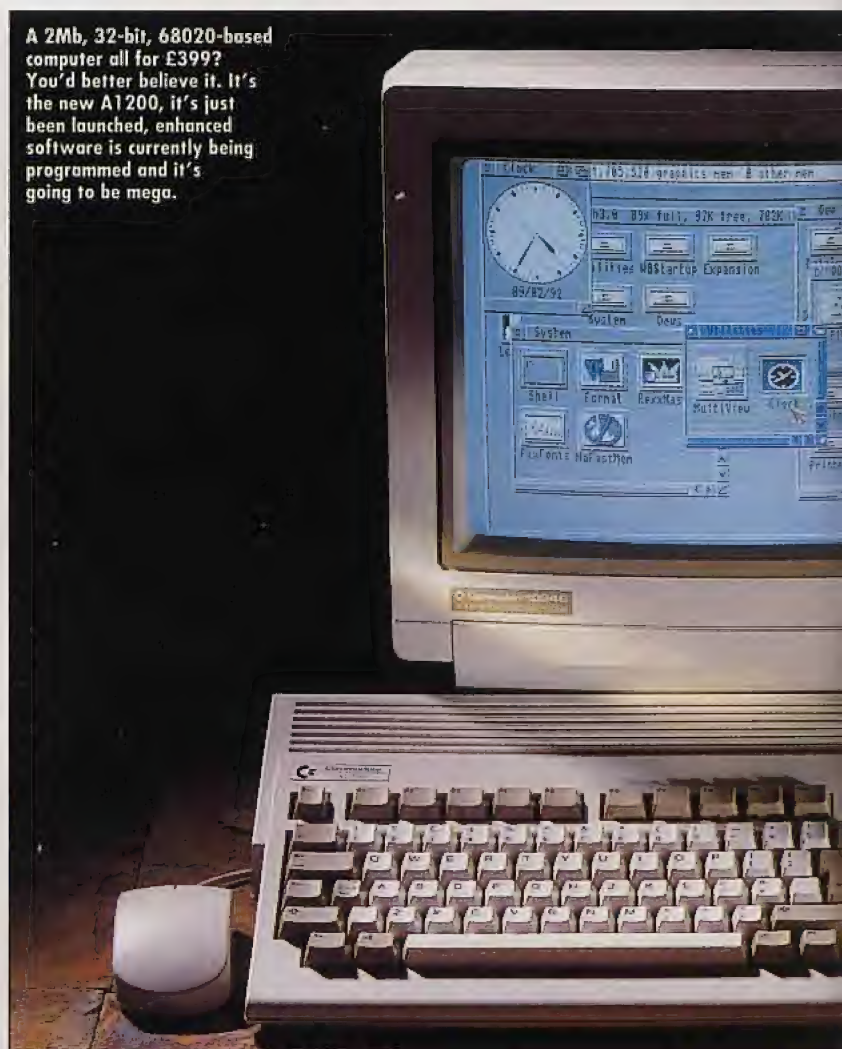
Just look at this line-up!

- Faster Motorola 68020 processor!
- A 32-bit, not 16-bit, machine!
- 2Mb of RAM built in!
- Double-A, or 'AGA', chip set!
- 24-bit 16,777,216-colour palette!
- 256-colour, 'VGA-style' games screens!
- A numeric keypad!
- All for only £399.99!

The bad news:

- Only 30,000 of them will be shipped into the UK before Christmas.

A 2Mb, 32-bit, 68020-based computer all for £399? You'd better believe it. It's the new A1200, it's just been launched, enhanced software is currently being programmed and it's going to be mega.



The amazing new

The surprise release of the year, possibly even of the decade, this new Amiga breaks completely new ground. It's faster, more powerful and has more colours than anything you've ever seen at this price.

Damien Noonan reveals the details and discusses the astonishing implications...

YOU CAN'T HELP being impressed. This is the machine we've all been waiting for, though we couldn't have imagined Commodore would release it now. This is one hell of an Amiga.

So you want details? Well, almost everything you could wish to see updated, enhanced or improved has been. The old Motorola 68000 CPU (Central Processing Unit) is replaced by a faster 68020. Consequently, the whole architecture has been developed on a 32-bit pattern, which maximises the speed gain from the fast processor and makes this a true 32-bit, rather than a 16-bit, Amiga.

Memory capacity is doubled to 2Mb of 32-bit chip RAM. The old custom chip set (Paula, Agnus and Denise) has been replaced by the new 'double-A' chip set (Paula, Lisa and Alice) which first appeared in the Amiga 4000.

As for looks, the case is more or less the same as the A600 except that it's extended to include a numeric keypad (shades of the A500). It shares the same expansion port layout as the A600, with a PCMCIA slot on the left, joystick ports on the right, and an internal IDE connector for a miniature hard drive. It comes equipped with Workbench 3.

The key point, however, is the price. The new machine, with all its vastly superior capabilities, will cost a mere £399.99 – only £100 more than the A600, £50 more than the A600 'Wild, Weird and Wicked' pack and the same price as an A600 was two months ago.

The Amiga 1200 was given its UK launch in London on October 21, with simultaneous launches all over Europe. Rumours and advance news had been minimal, especially considering that a

number of software developers had been consulted throughout the development of the machine and had actually been using finished models for several months.

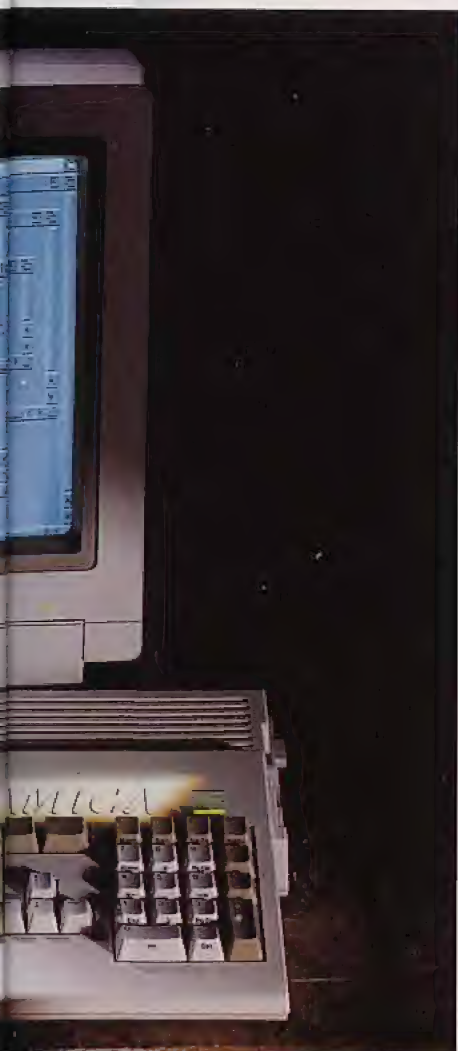
It seems this machine is the concrete reality behind the nebulous myths of an A800 which circulated earlier this year. But the A800 was believed to be a first step on the upgrade path between the A600 and the A3000, whereas this is actually an alternative, more powerful basic Amiga. It repositions the A600 as a basement-level machine, coming in on the A500's home ground.

The 1200 is not a complete surprise, however. *Amiga Format* learnt five weeks before the launch that a new Amiga would appear for the first time at the Future Entertainment Show at Earls Court in London in November, where the 1200 features heavily, and we had

been able to build up a complete picture of the machine.

Did we believe Commodore would release a 2Mb, 32-bit, 68020-based Amiga at £399? Well, yes. The more powerful chips are barely more expensive to produce than the older ones, since technology inevitably gets cheaper with age.

But we were still relieved, and excited, to see it confirmed. It was a pleasant surprise to find several major software publishers at the launch demonstrating work in progress that will make use of the A1200's extra graphics capabilities. Electronic Arts were showing the new 256-colour *Deluxe Paint IV AA*, while Gremlin and System 3 were showing new versions of *Zool* and *Putty*. Mindscape, MicroProse, Ocean and Psygnosis are all working on new or enhanced A1200 games.



Where's the software?

So are software houses using the new graphics capabilities? And if not, will they be? Well, the signs are good. "Some months ago we gave prototypes to some software houses," says Commodore UK's MD Kelly Sumner.

Commodore believe there will be 15 to 20 enhanced A1200 titles before Christmas. Plus the fact that the earlier Amiga software will run on the 1200. Here's a run-down of what was on show at the launch of the new Amiga. (Originals, not the enhanced versions, are pictured.)

Deluxe Paint now has new screen modes built in so it can work in any number of colours up to 256 as well as in HAM and in the new Super HAM modes. This gives it the ability to use more than 260,000 colours on-screen. The screen modes apart, this new version is exactly the same.

Zool and *Putty* are being converted to 256-colour versions. One important difference with these games will be smoother scrolling.

Mindscape are looking forward to *Wing Commander 2* being transferred from PC to A1200. The big difference will be the speed the 68020 processor offers – *WC 2* will stick with 32-colour graphics. The advantage of the 600 and 1200 is that games will run from internal IDE hard drives, which suits these epic PC games.

Ocean are planning to release three titles in enhanced 256-colour

A1200 versions in 1992, with more to follow. One noticeable feature of 1200 games like *WWF2* will be their ability to use larger sprites.

MicroProse have prepared a 256-colour version of *Civilisation*. This is typical of one major influence which will change gaming on the A1200: that many large-scale, VGA adventure and strategy games so beloved of American PC owners and developers will come straight to the Amiga. Better 256-colour graphics and enormous (up to 20Mb) hard-disk-only games are certain to result. While some US creations are a shade gargantuan, there's a wealth of imagination and talent expended on their development and we can expect them to enrich Amiga gaming.

So what of prices? Well, it seems that developers will produce enhanced, A1200 versions of all their games and, if they follow the example set by Ocean, will be very reluctant to charge more for them. Moreover, it seems unlikely that the 'lowest common denominator' type of development, which held Amiga games back a few years ago when developers worked to the Atari ST's 16 colours and limited sound, porting inferior games over to the Amiga, will recur. Developers will work to the capacity of the A1200 and then 'squeeze' games to work on the A600. Which is good news for all of us.



Zool's multi-coloured backgrounds will be enhanced on the A1200 game version.



Ocean's three A1200 game releases will be *Lethal Weapon*, *Cool World* and *WWF2*.



DPaint IV almost had to be extended to utilise the new graphics capabilities.

Amiga 1200

Which is good news if you're considering buying a 1200. We've been testing the A4000 (see page 40), and the big disappointment is we have no software to run that shows off the new graphics modes in the double-A chip set.

So there's good news on the software support side, but the real excitement about the A1200 is the impressive new hardware. Yet more big numbers. But what do all these extra numbers do? More speed and graphics.

The EC68020 processor is clocked at 14.19 MHz on the PAL machine, which compares with 7.14MHz from the standard 68000 in an A500 or A600. However, the clock speed doesn't tell the whole story. With a 32-bit processor and 32-bit RAM on board, the opportunity to provide 32-bit memory addressing has not been passed up, so that gives a speed increase too.

"We believe from our testing it has roughly five times the processing power of the A600," explains Kelly Sumner, managing director of Commodore UK.

In fact this may be an under-estimation. One quality of the double-A chip set is that the speed of the blitter, which has a great deal of involvement in all screen displays, has been vastly improved.

On the graphics side, the 256-colour Amiga game is now a reality. The new chip set makes more colours available and from a wider choice. Rather than the 4,096-colour palette of old, this chip set has a full 24-bit palette, giving a total of 16,777,216 colours and shades of colour to choose from.

The standard maximum display is now 8-bit rather than 5-bit, which means games will be able to have 256 colours rather than 32 maximum. Very good news, but there's more to come.

There will be a new equivalent of HAM mode, too. Working on a 6-bit rather than 4-bit base gives 262,144 colours on the screen rather than the 4,096 of HAM. You're not going to see that appearing in games, though it could be of great use for giving 'screen representations' of true-colour pictures in image processing or the like.

In the past, Commodore have been muddle-headed about the release of new Amigas. The A500 Plus was almost accidentally thrust on to the market. The consequence was that we had plenty of criticisms to make, mainly because the impact on Amiga owners was left out of the equation. The problems with older software not running on the A500 Plus which beset the Amiga last Christmas were the perfect example.

So it's more good news that Commodore seem to know what they're doing this time. Not that there isn't a down-side to this launch.

So let's look at the problems. First, naturally enough, there's the problem of software compatibility. Commodore are making no attempt to claim that 100 per cent compatibility is even likely, with a completely new memory address system and new graphics modes.

How much compatibility is there? "Probably 60 per cent," offers Kelly Sumner. But in actual fact, it seems likely that Commodore are being a shade pessimistic this time around.

Very sensibly, Commodore have built in a fall-back mode which enables the new chip set to emulate the old custom chips. This is done by way of a new boot selector screen – hold down both mouse buttons while the Amiga is booting and, as well as being able to choose which drive to boot from, you can choose which chip set to boot up with. Pretty impressive.

Though there are other reasons for software not to run, this chip-switching does eliminate a lot of potential compatibility problems. Which is why much more than 60 per cent of older software could run on the A1200. Ocean's senior software manager, Colin Gordon, commented: "We've tested all our games up to a year-and-a-half old and only two didn't run." They were *WWF Wrestling* and *Epic*, if you're curious.

Colin believes the problem with *WWF* is a simple one and could easily be fixed, if there were good reason to do so, while they're not really sure why *Epic* won't run. Ocean have been testing

Continued overleaf

all their software on an A3000 to check that it works with faster processors and enhanced chips.

So Commodore aren't pretending there will be no compatibility problem. On the contrary, they may be making it sound worse than it is. But there is another obvious case to raise against the A1200: surely it will put the A600 in the shade. So how do Commodore see the two co-existing?

Won't the 1200 make a huge dent in the sales of the 600? Certainly not in the short term. The bad news is that pre-Christmas only 30,000 will be sold in the UK. With limited production facilities and a sure-fire winner in the A600 anyway, Commodore UK could not get their hands on any more.

But what happens next year? "The way we see the A600/1200 is the 600 will become the C64 of the Nineties – the entry-level machine – while the 1200 is the aspirational machine," says Kelly Sumner. Which has more than one possible interpretation.

Clearly, the A600 is successful in its own right, as indeed it deserves to be and as the A500 was before it.

Commodore's research reveals that of all toys and hobbies, computer games are most popular with youngsters. And if price were no problem, the Amiga would be the machine of preference.

"We have something in the region of 1.3, 1.4 million Amigas in the country," Kelly Sumner told the press gathered at

the 1200 launch. "We believe the Amiga is still the state-of-the-art. Just for the record, last month we sold 64,000 Amigas in the UK – which wasn't quite a record, but it was close."

Most of the new Amigas have been A600s. "It's more cost-effective and, more importantly to us, it's more reliable [than the A500]," says Kelly. The bottom line is that for the majority of people who want to buy an Amiga this year, the A600 is what they are expecting to wander into Dixons and pick up. The new machine is not likely to clash.

That apart, there's still a price gap: a £299 A600 is a far cry from a £399 A1200. But, as Commodore hope, the 1200 is going to take up the traditional Amiga role of 'the machine to have', even though it costs more: it is the aspirational machine, the computer with the 'wow! factor'.

A potential scenario, then, sees the A600 as a true console-beating, C64-style low-cost computer, with a further price drop from £299. For now, though, we can be safe in the knowledge that the basic A600 is still one hell of a computer – and the aspirational A1200 is a demon machine.

If you're wondering what's next, consider this: Commodore have more machines on the way yet, we reckon. Next year could well bring a new A2000-style machine. And by the end of next year, we're going to see the first true CD-driven Amiga.

The impact of A1200 hardware on gaming

So how will the new hardware – the double-A chip set, 2Mb of chip RAM and so on – affect the development of games? We asked a number of developers to fill us in.

The main excitement is the new graphics modes offered by double-A chips. While the new 260,000-colour 'Super HAM' mode is too slow to make an impact on gaming, the 256-colour mode will be very important.

The first revelation is that arcade games will use 256 colours. The 256-colour 'VGA' mode used by games on the IBM PC and compatibles has set a *de facto* standard over the last two years, but there it's mainly used in adventure games which don't demand speed. We rather thought that 256 colours would enable the American developers of real heavy-weight games to port them over to the Amiga easily, but we didn't expect to see 256-colour arcade games like the new WWF Wrestling game, *European Tour Rampage*.

So 256-colour arcade games are in. What do they look like? Well, from what we've seen so far, the difference is very subtle: the extra colours make subtler shading possible, so it's more what you don't notice than what you do notice that makes the difference.

What makes games like *Zool* and *Robocod* so colourful is not the 32 colours of the main screen, but the way the background is filled with a rainbow of colours. This is done by what's known as the copper, a section of the graphics chip that is able to switch to a new colour on the palette on every 'scan line' as the picture is built up by the beam moving down the TV screen. Will this change? Well, it seems that with the 24-bit palette we'll see ever subtler skies and backgrounds, with hundreds of shades of similar colours. Less gaudy, more realistic.

Speed is clearly no problem. As well as the faster processor, the 32-bit memory access makes a big difference but, Colin Gordon, who is senior software manager at Ocean, tells us there's also another contributory factor: the blitter is also much quicker. For those of you not in the know about the Amiga's hardware as used by games, the blitter (short for block image transfer) is a part of the graphics chip that handles moving chunks of image from the memory on to the screen and, as such, radically affects the speed at which a game can run.

More good news about sprites is that where before a hardware sprite was limited to 16 pixels across, it can now be 64 pixels and appear anywhere on screen. Expect bigger and better sprites and characters.

The new hardware has been designed to make smoother scrolling possible. It also enables greater use of 'dual playfields' – with 8-bit colour to play with, the screen can be split into two playfields of 4 bits each, which means 16 colours each. Amazing 'parallax' scrolling effects should be the result.

But the 8-bit 256-colour mode, the new hardware scrolling and the bigger sprites would appear to pale into insignificance by comparison with the simple fact that programmers now have 2Mb of chip memory as standard to play with. Since chip memory is used for sampled sounds and for animations, this could radically affect gaming.

Colin gives *WWF2* as an example. The graphics artist has the freedom to introduce twice as many frames of animation for each character, making all movement more fluid. And an amazing 450K has been given over to the soundtrack, which has enabled them to use sampled voices singing along.

If it sounds as though this Amiga is a programmer's dream, that's because the developers have been consulted all the way down the line. Commodore realise, as Kelly Sumner pointed out to me later, that the world's greatest game designers and programmers are all in the UK – look at the way games like *Robocod*, *Populous* and *Lemmings* have all wowed console owners after being ported over from the Amiga. So in designing this machine, they first went to the developers and asked for a 'wish list' of features from a new super-gaming Amiga.

Not all have been included, because Commodore wanted desperately to stick to the £399 price point which they consider is the right one. A new soundchip, for example, with full 16-bit sound, was on the wish-lists but didn't prove possible.

But when compromises had to be made, Commodore again consulted developers. Ocean would have liked to see the high-density, 1.7Mb disk drive (as used in the A4000) to have appeared in the new machine, but when Commodore pointed out that cost made it a straight choice between 2Mb of RAM and the high-density drive, they plumped for the RAM.

Colin points out that as well as being a good machine to work on, the Amiga remains a catalyst for new talent. Aspiring programmers can develop their first game and learn the techniques at home on this new Amiga, but consoles don't make this possible. And because you can create your own *DPaint* pictures on the 'real computer' Amiga, this will give it the crucial advantage in the battle with the consoles.

INTELLIGENT ADVERTISING

You can expect to see a massive new advertising campaign for the Amiga hitting TV screens, magazines and newspapers near you soon.

Commodore's new ad agency, Laing Henry, have based the campaign on research which shows that computers are the most popular hobby with young people today and that the Amiga is the dream machine. According to a Laing Henry executive: "If money were no object, that's what kids would have."

Suitably aspirational TV ads, with a Terminator-like robot, and magazine ads have been prepared. But Laing Henry are aware that while children are the decision-makers, it's the parents who hold the purse strings, so they've also prepared a campaign for newspapers pointing out that if the kids want to play games, parents are better off spending £300 on an Amiga, with all its creative and educational potential, than £100 on a limiting games console.

The last blow is a leaflet on buying a home computer which will be freely available to technologically intimidated parents in high street shops. While giving impartial explanations and advice, it will be clearly branded with the Amiga name. Clever stuff indeed...



This eye-catching advertisement is just one of a series that Commodore have commissioned for their massive £3.5 million pre-Christmas advertising campaign.

Immerse yourself in

THE LEGEND OF Kyrandia™

BOOK ONE

the first fantasy adventure in the series

FABLES & FIENDS™

ENTER A
LAND
WHERE
MAGIC IS
REAL!



From the creators of EYE OF THE BEHOLDER I & II, comes The Legend of Kyrandia.

A land of dark mysterious forests and sleeping dragons. A land of glittering rubies and emeralds. A land of breathtaking beauty and secrets to unravel. The land of Kyrandia. Gorgeous scenes and realistic animation draw you into this fantasy adventure.

Elegant point and click control makes it easy to play.

The full orchestrated soundtrack will captivate you.

THE LEGEND OF KYRANDIA AWAITS YOU.



Westwood
STUDIOS

Eye of the Beholder I & II, Advanced Dungeons and Dragons are trademarks of TSR Inc. FABLES AND FRIENDS and THE LEGEND OF KYRANDIA are trademarks of Westwood Studios Inc.

©1992 Westwood Studios Inc. ©1992 Virgin Games Ltd.

All rights reserved.



ALIEN 3™

ALIEN 3 TM & © Twentieth Century Fox Film Corporation



CHEETAH

JoySticks from the CharacteriStick range



BART
SIMPSON™



CHECK
IT OUT,
MAN!

THE SIMPSONS TM & © 1992 20TH C. FOX F.C.
All Rights Reserved.

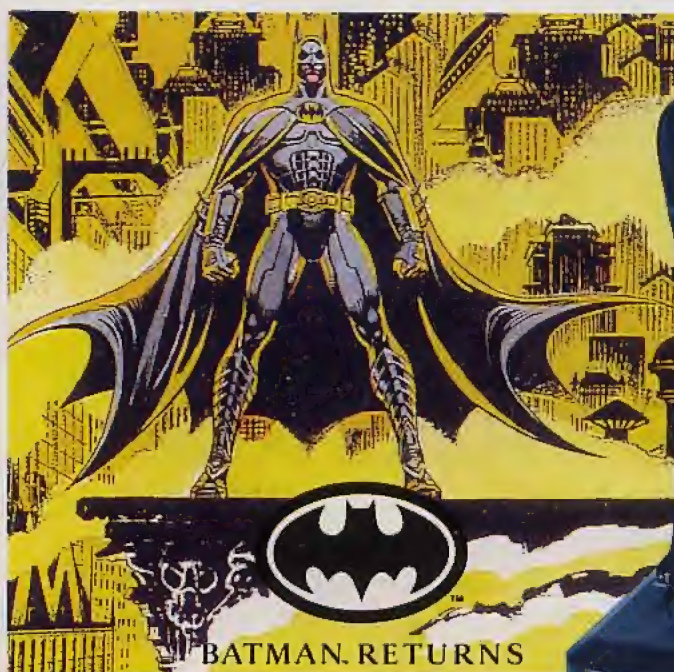


TERMINATOR 2
JUDGMENT DAY

TM & © 1992 CAROLCO All Rights Reserved. Unauthorised Duplication is Strictly Prohibited.



TM & © 1992 DC Comics Inc. All Rights Reserved.



BATMAN RETURNS

TM & © 1992 DC Comics Inc. All Rights Reserved.



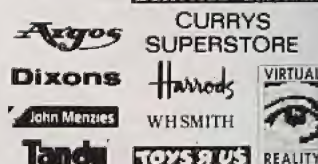
Versions compatible with

- Nintendo NES (£14.99)
- Sega Master System (£12.99)
- Sega Mega Drive (£14.99)
- Sinclair Spectrum +2/+3 computers
- Commodore computers and video game systems (£12.99)
- Atari computers and video game systems (£12.99)
- Amstrad computers (£12.99)
- Older computers may require interfaces and/or adaptors - not included.

CHEETAH INTERNATIONAL LTD
Cheetah House, Bedwas Business Park,
Bedwas, Gwent NP1 8DU
Tel: 0222-867777 Fax: 0222-865575

Features include

- Officially licensed products
- Highly sensitive light touch fire buttons
- Full 8 directional control
- On-table or in-hand operation
- Heavy duty base with strong stabilising suction cups
- +2/+3 selector connector
- 12 month warranty
- Prices include VAT, postage and packaging
- Dealer enquiries welcome
- Cheetah products available from branches of:



High Street stores and all good
computer shops, or direct from
Cheetah.

CHEETAH
the most innovative
joystick company in the world

NEWS ROUND

A4000 PRICE SHOCK

The A4000, released in the UK at £2,099, was out in Germany a few weeks ago. A reader who lives over there, SR Beaumont, tells us it costs DM3,999 – about £1,480. Why the difference?

A600 PC EMULATOR?

Rumours abound that Commodore in America are working on an official PC emulator for the A600 and it may emulate a speedy 386 PC. The technology is available for licence, so they don't need to start from scratch. And it would prove that the A600 is capable of being expanded.

SCSI FOR A4000

One thing that's been putting people off about the A4000 is that Commodore have switched to IDE hard drive connectors. SCSI 2 is still pretty much the standard in high-end machines, so that's bad news; but Calculus are now developing a SCSI adaptor for the 4000. More news soon. Calculus 0543 251275

SORRY, WRONG NUMBER

If you're interested in getting hold of the excellent CAD packages *X-CAD 2000* and *X-CAD 3000*, contact Digital Multimedia on 0702 206165, not the number we have previously printed. Thanks.

3D BY THE BOOK

If you're exploring programming, you may find Andrew Taylor's new book, *Amiga Real-Time 3D Graphics* (£14.95) just what you need. The book explains how to create 'virtual worlds' in assembly language, exploring topics like flight simulation and solid-object modelling. Taylor backs up theory with plenty of diagrams and example programs. Sigma Press via John Wiley 0243 779777

BEGINNER'S HELP IN PRINT

The latest book in the well-known Mastering series from Bruce Smith Books provides a step by step introduction to Workbench 2. *Mastering Workbench 2* (£19.95) assumes no prior knowledge of computing and will prove invaluable to newcomers. It explains the jargon and describes the shortcuts, then moves on with ever more depth and detail. Bruce Smith Books ISBN: 1-873308-08-6



STICKS WITH CHARACTER

We've all seen the crazy designs that joystick manufacturers occasionally spit out; but Cheetah's Characteristicks (sic) range goes a step further. You'd be forgiven for thinking that they were just models of familiar cartoon and film characters, but they are in fact the very latest in designer game controllers. The range features two Batman sticks, an Alien³, a Bart Simpson and a Terminator 2 model, each made from tough plastic and priced at £12.99. Cheetah International 0222 867777

400 NEW FONTS TO DTP WITH

Advanced Graphics Ltd in Wigan are releasing a range of over 400 Adobe-registered typefaces compatible with the Amiga. The fonts have been designed by Face Typographic, AGL's typeface division. They will work with *PageStream* and *Calligrapher*. Individually, each typeface costs around £6, but the price drops to around £2 for each one when you buy groups of them. AGL 0942 498174

CDTV down in price to £399

The CDTV finally becomes a viable alternative to the Amiga with a further cut in price to £399 for the base-level model. This follows a previous cut from £599 to £499 in November last year.

The Home Multimedia Pack, which includes CDTV with matching black keyboard and floppy disk drive as well as Workbench 1.3.3, repositioned the CDTV as a direct alternative to the Amiga earlier this year.

At its original price of £599 – £100 more than the base CDTV was then – the pack compared favourably with the £399 + £349 (total £750) cost of an A500 Plus with a CD-ROM drive, but it had its drawbacks.

The CD-adapted Kickstart in the CDTV does cause some compatibility problems and the expansion potential of a CDTV is limited.

Since then we've seen Calculus produce CDTVs fitted with 2Mb of chip RAM and a SCSI adaptor with an internal hard drive. Both these factors make it look more like a viable Amiga. This latest price-drop begins to establish the £499 complete CDTV Amiga as a worthwhile choice, fitting into the range alongside the A600 (£299) and the



Commodore finally come round to bringing the CDTV into a seriously competitive position. But where will it be next year when we are bound to see an Amiga with built-in CD-ROM?

A1200 (£399), neither of which currently has a CD-ROM drive available.

Next year is almost certain to bring a standard Amiga with a built-in CD-ROM drive, and to see the vast majority of entertainment software switching to initial release on CD format. The only remaining question is how the CDTV will be repositioned (once again) when that happens.

But in the meantime, if you want to be a pioneer of CD you have a straight choice: an A570 drive with an A500 that has 1Mb of chip memory, or a CDTV. And at this price, the CDTV finally looks like a better option.

PCMCIA cards arrive for A600



You never thought it would happen, but Amiga 600 (and 1200) credit card expansions are here at last.

are retailing their Amitek cards at £119.95 and £179.95, while Taurus's Calibra range will sell for £129.99 and £199.99.

This is an unbelievably compact and convenient way of fitting extra memory. Compare them with standard Amiga expansions and the price seems reasonable too, but we firmly believe the cost of this kind of RAM simply has to drop a lot further.

Taurus also announce that they are currently developing several other PCMCIA cards, including a fax/modem, an Ethernet adaptor and a SCSI/2 interface, all to feature in the Calibra range.

Meanwhile, Japanese consumer electronics giants Mitsubishi have announced a new version of the basic PCMCIA card which is fitted with not one, but two internal back-up batteries. A tiny 7mm by 2mm lithium battery supplies enough charge to retain data for three days by itself – long enough for even the most slothful individual to replace the main 3V hearing-aid style battery.

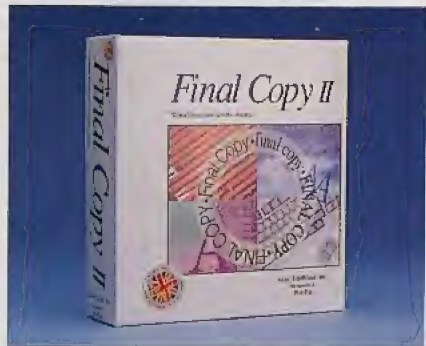
This feature gives the PCMCIA system the ability to retain data indefinitely. The cards are now available to developers and suppliers, so we should see them arrive on the Amiga early in the New Year.

Opinion is still deeply divided over whether the PCMCIA 'credit card' slot is a good or bad idea. But one thing's for sure – you can now do something with it, as a flood of RAM cards appears.

No less than three companies are angling to be the first to stock A600-compatible PCMCIA cards. Taurus (through Calculus), Silica and HIQ are all preparing to launch 2Mb and 4Mb RAM cards which function as Amiga Fast RAM when inserted into an A600 or the new A1200.

Meanwhile, price differences between different brands of RAM cards will be minimal. HIQ are selling AMEM 600 cards at £119 (2Mb) and £159 (4Mb), Silica

Final Copy II UK version at last



Final Copy II is now officially a UK product.

Gordon Harwood Computers have managed to secure a deal with the American firm Softwood, for their new word processor *Final Copy II*. The package will retail for £99.95 in the UK, and it's the first time that *Final Copy* has officially been distributed over here.

Softwood, who created *Pen Pal* and an America-only version of *Final Copy*, say that *Final Copy II* is the first and only Amiga word processor to give perfect printing with smooth outline fonts on any Workbench-supported printer, on any Amiga. It can print text up to 300 point size (roughly 4 inches high), use colour and mono graphics and has drawing tools, an English spellchecker and thesaurus.

Final Copy II needs 1Mb RAM (1.5Mb on the A600HD) and twin floppies or a hard drive. Harwoods 0773 836781.

Amazing new graphics technique hits the Amiga



MorphPlus going through its paces. We start with this perfectly innocent owl...



...before you get the chance to yell: "Protected species!" we have done...



...this to it. Voilà! we have produced this Midwich sort of owl-baby.



Who then proceeds to metamorphose into this startled looking kiddie.

There's a brand new Amiga pursuit in town: it's called morphing and is widely touted as the technique that has transformed modern cinematic special effects.

You may have seen this effect most dramatically at work in the form of Arnie's T1000 adversary in the blockbuster film *Terminator 2*.

And it's about to arrive on the Amiga in a big way. Where 3D modelling was once the 'high-end' area of Amiga graphics, morphing is set to take over.

Morphing first arrived with *ImageMaster* from Black Belt, the top-notch image processing package reviewed in *Amiga Format* issue 37 and scored 89 per cent. It involves taking two bitmap images and blending from the first to the second over a number of animation frames.

Two major Amiga suppliers have announced new cinematic-quality image-morphing packages, confirming the Amiga's position as leader in the low-cost computer graphics market. The two packages both originate from the USA, where the Amiga already has a strong foothold in the TV and cinematic graphics and special effects markets.

MorphPlus from ASDG is already being used by Hollywood special effects animators for the film *Babylon 5*. It is compatible with ASDG's image processing package *Art Department Professional* and they claim it can produce a complex broadcast-sized morph at the same speed as a high-performance Silicon Graphics workstation.

MorphPlus also offers a range of Digital Video Effects (DVEs) like tumblers, fly-bys, sphere-mapping and water-effects. *MorphPlus* is being dis-

tributed in the UK by HB Marketing (0753 686000) at a retail price of £199 inc VAT.

Rival program *CineMorph* from GVP is due for release in the UK immediately from Silica (081-309 1111) priced £99 inc VAT.

As with *MorphPlus* you can use it to turn one picture into another and produce high-quality animations.

GVP are keen to point out that *CineMorph* is a subset of a more powerful graphics package called *Image F/X* which, according to GVP's President, Gerard Bucas: "...is intended to be equivalent to Adobe *Photoshop* on the Macintosh and even better in our opinion than *Art Department Professional*."

Image F/X will cost £229 - for more on GVP and Gerard Bucas turn to page 32 of this issue.

Meanwhile, GVP and ASDG are trying to work out a solution to another problem, one of product names. While GVP's product is called *Cinemorph* on the Amiga, ASDG's version of *MorphPlus* for IBM-PC compatibles' Microsoft Windows graphic user interface is also known as *CineMorph*.

Whether this means that one or other of the American companies will have to give way and change the name of their morphing program isn't yet clear.

As we go to press both companies and their UK distributors are trying to resolve the situation.

Amiga Format will bring you news of any product name changes next issue. We're also intent on securing review copies of both of these exciting graphics programs for the next issue. Then we'll really find out which one is the best.

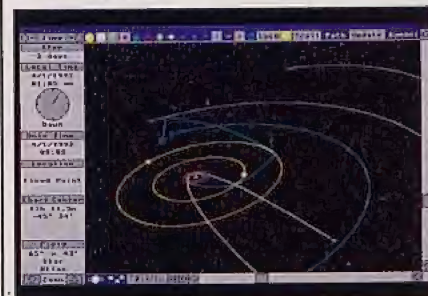
VIRUS THREAT GROWS

Spooky news arrives from the worldwide virus-hunting organisation Safe Hex International that there are now around 300 hundred different types of virus active on the Amiga. And the figure is quadrupling each year.

Danish virus expert Erik Loevendahl Soerensen predicts that the Amiga world will be host to around 10,000 different types of virus by 1996. If this scares you, the figure for PC compatibles could be around 25,000.

SHI's *New Superkillers* disk is updated around 30 times a year, and translated into languages that cover nearly half the globe. It's a massive task, requiring input and information from anyone who can spare the time or needs a hand. SHI also needs programmers who can help write and update their vast range of virus-killing tools.

If you'd like to get involved or make a donation, you can contact Safe Hex International's Lancashire HQ on 0942 682205. If you're thinking of setting up a virus centre in different country, contact Erik Soerensen at the SHI main HQ in Denmark on +45 55 99 25 12.



LIFE ON MARS

Voyager 1.1 (£90) is a 'dynamic sky simulator'. Produced by Carina Software of California, it offers you the chance to watch the movements of the planets in fast-forward, to view the solar system from anywhere you like and to watch eclipses and map the moon and see the mythical constellations and... oooh! You can bet we'll bring you a review of this program soon. From HB Marketing on 0753 686000

MORE FONTS FOR YOU

EM Computergraphic, now a force on the Amiga PD font scene, have recently received approval from Gold Disk, the makers of *Professional Page*, to distribute *CGUpdate*, the Compugraphic font converter. This program enables Gold Disk DTP users to use Compugraphic fonts in their work, including the vast range of PD/shareware fonts and clipart that EMC currently distribute. EMC 0255 431389



STICKLESS TOUCH CONTROL

Console-style control arrives with Hornby's Triax Turbo Touch 360, a radically new style of hand-held controller. Its feather-touch direction pad means there's no buttons or switches. Hornby Hobbies claim the Turbo Touch 360 will "vastly improve gameplay, provide superior control and eliminate thumb strain." It will cost around £20. Hornby Hobbies 0843 225555

POWER INTO COLOUR

The colour version of Power's hand scanner is ready. The grey-scale version wowed us with high quality and low price (£99). The new colour version costs more, £279, if it produces colour scans at a similar quality to the mono version it will be a winner. Power Computing 0234 843388.

Amiga phone home

Silica have announced a provisional end-of-December release date for GVP's new telephone voice-mail system, PhonePak. The system uses an Amiga to control a special fax/modem which is linked to your telephone line rather like a conventional answerphone.

PhonePak is apparently far more versatile than anything previously seen at the proposed price of £399. It can store personal messages for different people in such a way that only the people they were intended for can replay them.

GVP's President Gerard Bucas, explains: "In a family of four people with a normal answerphone, the first person who comes home presses the play button and hears that 80 per cent of the messages are not for them. Now the problem is this: do you rewind the machine, and when should it get rid of the messages?"

"PhonePak allows you to make your telephone sys-

tem say 'If you want to leave a message for Dad, press 1. If you want to leave a message for Mother, press 2', and so on. So each family member can put passwords on the system, so they can either delete or keep their messages without interfering with anybody else's."

The Phone Pak system is also capable of receiving faxes and storing them in personal mailboxes on the Amiga, along with a corresponding voice-mail. Depending on the standard of your telephone system and exchange, it's also possible to make PhonePak redirect calls to other numbers or extensions, or take a voice-mail if they don't answer.

The system will be supplied with a number of default messages and voice-mailboxes which enables you to set it up very quickly. You can later modify the messages and system details to personalise the messages and access-levels.

THINK OF IT AS A WAY OF LIFE



(OR DEATH)

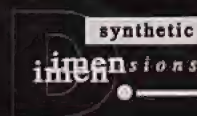
SPECIAL EDITION
AVAILABLE FOR A LIMITED PERIOD ONLY
Containing:
• A Unique A2 Poster
• Your Own Face Offer
• Allowing you to
actually star in
Legends of
Valour

JOURNALISTS see new titles every week, each one claiming to be the best of its kind, to date. Yet at the recent European Computer Trade Show it was the journalists themselves that could be found singing the praises of one new title in particular - **LEGENDS OF VALOUR**.

KEVIN BULMER (The Designer of Corporation) and **IAN DOWNEND** the creators of **LEGENDS OF VALOUR**, were literally jostled off their feet as writers, retailers and fellow programmers sought to experience what one prominent industry figure called "A game that's more away of life-utterly extraordinary."

Demo disks can only scratch the surface, screenshots in magazines could never do the astounding graphics justice (that's why you'll see none here). The only way to really find out what all the fuss is about is to experience it for yourself. **LEGENDS OF VALOUR - The Dawning** will be available on Amiga, ST and PC very soon.

Ask your retailer for more details or send a S.A.E. to Danielle Woodyatt at the address below for an information pack.



© 1992 SYNTHETIC DIMENSIONS LTD & U.S. GOLD.
ALL RIGHTS RESERVED. MANUFACTURED AND DISTRIBUTED
BY U.S. GOLD LTD.



U.S. Gold Ltd, Units 2/3 Holford Way, Holford,
Birmingham, B7 6AX. Tel 021 625 3366.



HINTS TIPS 'N' HELP CALL THE GOLD PHONE: SPELLJAMMER • PROPHECY OF THE SHADOW • THE SUMMONING • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0839 654 139 OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL: 0839 654 284 LUCASFILM HELPLINE • LECHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • ZAK McKracken • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: 0839 654 123 INFORMATION LINE: 0839 654 124 • LEGENDS OF VALOUR TEL: 0839 993 366 • ACCESS HELPLINE: AMAZON TEL: 0839 654 394 • SIR TECH HELPLINE: CRUSADERS OF THE DARK SAVANT TEL: 0839 994 477
Service provided by U.S. GOLD LTD. UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B7 6AX. If you are under 18 please get permission to use the telephone. Calls cost 36p per minute cheap rate. 40p per minute at other times.

This month's top 30



1 (NEW)	■	Zool	Gremlin Graphics	Format Gold 95%
2 (NEW)	■	Lotus 3: The Ultimate Challenge	Gremlin Graphics	76%
3 (1)	▼	Sensible Soccer	Renegade/Mindscape	Format Gold 91%
4 (NEW)	■	Shadow of The Beast 3	Psygnosis	53%
5 (2)	▼	Civilization	MicroProse	Format Gold 94%
6 (11)	▲	Graham Taylor's Soccer Challenge	Krisalis	82%
7 (3)	▼	The Secret of Monkey Island 2	US Gold	Format Gold 95%
8 (9)	▲	Lure of The Temptress	Virgin/Revolution	Format Gold 92%
9 (NEW)	■	Putty	System 3	Format Gold 95%
10 (18)	▲	Jimmy White's Whirlwind Snooker	Virgin	Format Gold 91%
11 (4)	▼	Formula One Grand Prix	Microprose	Format Gold 92%
12 (7)	▼	Fire and Ice	Renegade/Mindscape	89%
13 (NEW)	■	Air Support	Psygnosis	61%
14 (26)	▲	PGA Tour+	Electronic Arts	Compilation
15 (NEW)	■	Assassin	Team 17	Review next Issue
16 (29)	▲	Mini Office	Europress Software	84%
17 (NEW)	■	Head to Head: F-19 & MiG-29M	Domark	Compilation
18 (17)	▼	John Madden American Football	Electronic Arts	Format Gold 94%
19 (13)	▼	Striker	Rage Software	Format Gold 93%
20 (NEW)	■	Wizkid	Ocean	Format Gold 93%
21 (6)	▼	Crazy Cars 3	Titus	Format Gold 93%
22 (14)	▼	The Manager	US Gold	79%
23 (12)	▼	Eye of the Beholder 2	US Gold	Format Gold 91%
24 (8)	▼	Premier	Core Design	89%
25 (NEW)	■	The Aquatic Games	Millennium	86%
26 (RE)	■	Thunderhawk	Core Design	Format Gold 90%
27 (NEW)	■	Championship Manager	Domark	41%
28 (19)	▼	Project X	Team 17	75%
29 (24)	▼	Pinball Dreams	21st Century Entertainment	84%
30 (RE)	■	A320 Airbus	Thalion	78%

Place your bets for the top game this Christmas

1990 was a close heat between *Powermonger*, *Robocop 2* and those *Turtles* – last year it was surprise hit *WWF Wrestlemania* from Ocean. So what will be at the top of the sales heap when the charts for that vital Christmas week are released in January?

The software industry attaches a great deal of importance to the Number One chart position at Christmas, because that's the time of year when sales are at their peak. The Xmas Number One, therefore, can often be the top money-making game of the year.

If you're looking for a pattern, year after year Ocean's tactic of paying high prices for big-name 'youth cult' licenses seems to pay off. Last year, none of the magazines had even reviewed *WWF* when it swept to top spot on a wave of wrestling cult fervour among kids too young to read.

Batman in 1989, the *Turtles* and *Robocop 2* in 1990 and *WWF* in 1991 are among those that have sold mainly on name and made it into the top three, although the games behind the titles varied immensely in quality. But a big name is no guarantee: strangely, *Bart Simpson* wasn't there at the line last year.

This year, only Ocean's *Wrestlemania* follow-up, *WWF European Tour Rampage*, is in the running but looks as though it won't be out in time. So is it the turn of an original product?

Probably not. The other pattern that emerges from the last three years is sequels. *Powermonger* in '90 and *Populous 2* in '91; *Robocop 2* in '90 and *Robocop 3* in '91; *Lotus 2* last year, *Lotus 3* this year; and, of course, *Lemmings*, all made it into the top five.

Lemmings 2, even now being rushed out to hit the shelves just before Crimble, has to be one of the major contenders this year. What probably makes it unique, though, is that it's the only big-name sequel in contention.

Original arcade games have to be in with a chance, both Gremlin's *Zool* and System 3's *Putty* coming out as major contenders in the mould of last year's *Robocop*. Possibly a flight sim – *Tornado* or *Reach for the Skies* – could be up there, emulating the performance of *Birds of Prey* last year.

It seems most likely that this year, as last year, the final say will go to the game with the biggest hype behind it.

This year, that's a coin-op conversion – *Street Fighter 2* brought to the Amiga from the arcades by US Gold. So, which of these do we reckon will crack it? Well, it should be a toss-up between *Lemmings 2*, *Zool* and *Putty*, but *Street Fighter* has the by far the biggest groundswell of public feeling.

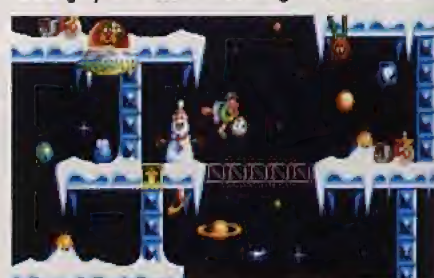
So there you go. Now get ready to place your bets, and wait...



Street Fighter 2: a good pedigree from the consoles. Highly rated as the Evens favourite.



Zool Format Gold. Should have been shown the running by Commodore. A strong 3-2 contender.



Putty: much fancied by the Amiga Format punters. Well placed with a Format Gold. Another 3-2 on.



Lemmings 2: from a good stable. Shows well on Xmas running. A possible non-runner though. 3-2.



A WWF game. A possible non-runner once again. Fancied by the less-knowledgeable. A 4-3.



Tornado: very much the dark horse this year. Still in training. A little flighty for some tastes. 10-1.

The return of the flight sim



Tornado from Digital Integration has been tested by the RAF, and should be out before Christmas.

of the genre is back in a big way. It's still likely to be around six months before we get to see Digital Integration's new Tornado simulation in full effect, but it's already looking incredible.

On a recent trip to see the game in development, we were gob-smacked by the realism and speed of this massive flight sim. Tornado boasts a 100x100-mile playing area (that's a cool 10,000 square miles) and it's all to scale.

Within that landscape you'll find detailed cities and nearby power stations with power cables supplying the cities' energy. Needless to say, if you take it upon yourself to shoot down the power lines, you can plunge a city into darkness.

There are also highly-detailed runways and airbases which make other games look distinctly bare and unrealistic; a fully-operational railway system with superbly-detailed trains to bomb; and a network of roads and bridges.

As for the plane itself, things are coming along nicely, but Digital Integration are waiting for the results of their extensive testing before releasing it. Currently, the Tornado's terrain-following auto-pilot is working as well as the one in the real thing, and internal systems like the infra-red thermal imaging cameras (like the ones used to view the bomb-drops in Iraq) are scarily realistic.

Digital Integration have managed to obtain some of the most detailed research material ever used in military flight simulation, thanks to their close connections with two vital organisations: British Aerospace (makers of the Tornado) and an undisclosed (for reasons of military propriety) Tornado squadron somewhere in Europe. Both of these well-informed groups have given Digital Integration permission to take film and video of the planes in action, plus tons of photos, sound recordings for use as effects. And they've even let them have a few jaunts in their military-quality flight simulator.

With Tornado on the way, Gunship 2000 nearly here and Reach for the Skies out soon, happy days are here again for sim fans.

Zool free with A600



Not before time, Zool makes it into an A600 bundle. But this one isn't from Commodore, and it proves that dealers also have some clout.

The game that should have been in Commodore's Christmas bundles has now been added by Silica, who are bundling it free with the A600. A games pack will be supplied in addition to all other packs (the Epic bundle and the Wild, Weird and Wicked pack) containing arcade classic Zool, the highly-rated soccer game Striker, the excellent Pinball Dreams and the word processor Transwrite.

Apart from the fact that these are great games and make a £349 pack that already contains Putty and an A600 into a hell of a good deal, this pack also defies the accepted wisdom of dealers. It was widely believed that the narrow profit margins on the A600 would make it very difficult for dealers to add free extras.

Since Silica, in their SDL guise, also distribute to other retailers, the Zool games pack will be available from other suppliers too.

Silica 081-309 1111

ASDG SUPPORT AA CHIPS

Now that the A4000 is no longer top secret, ASDG reveal that their existing version of Art Department Professional 2 is fully compatible with the new machine. While the A4000 was under wraps, ASDG were unable to bring this fact to people's attention for fear of breaching non-disclosure agreements with Commodore. ADPro 2 fully supports the A4000's new Super Hi-Res and HAM8 modes and has done since its release. HB Marketing 0753 686000

POWER GOES ON-LINE

Power Computing have just set up a new in-house bulletin board system called the Power House. On it, they propose to offer thousands of PD and Shareware programs for the Amiga, thanks to a 68040-based A2000 with a 1.4 Gigabyte hard drive. They also intend to offer discounts on Power Computing products to callers who register with the BBS; on-line technical assistance with any Amiga product; and on-line ordering with same-day dispatch. Amiga owners with a modem can call the Power House BBS on 0234 841503 (V42 and V32bis) or Power Computing on 0234 843388 (voice).

DOUBLE DIGITISER

Microdeal are just about to launch their new combined video and audio digitiser system, Videomaster. It's the first of its kind which enables you to sample and capture both media at once. It can produce quarter-screen monochrome animations in real-time, grey-scale stills and you can sample sounds with it. With the supplied coloured filters or an optional RGB splitter, it can be used to capture colour stills from videos and camcorders. Also bundled is a player program that enables you to make video/audio sequences. Videomaster works on any A500 or A500Plus with 1Mb RAM, and costs £69.95. Microdeal 0726 68020



ZAPPO - NO BULL

Taurus Distribution intends to give the prestigious 'lifestyle-brand' companies like Nike and Reebok a run for their money with the Zappo range of Amiga products. The range includes RAM upgrades (£29.99 and up), external floppy (£55) and hard drives (40Mb: £300, 60Mb: £350), but the lifestyle aspect that Zappo are keen to promote is the ZapSac, an over-the-shoulder carry-case for Amiga 600s. Taurus 0543 414939

POWERFUL 486 PC EMULATOR

German emulator specialists Vortex launched their new Golden Gate 486SLC bridgeboard system (£699) for the Amiga in Cologne. The system is a 25MHz 80486 PC/AT emulator for the A2000/A3000. It comes with 2Mb of RAM which can be expanded to 16Mb, and provides an IDE hard drive interface and a high-density floppy disk controller too. It can work with the optional Monitor Master (£79), a little black box which enables you to view EGA/VGA and Amiga video with just one multi-sync monitor. Vortex 010-49-7131-5962

DAATASCAN MAKES THREE

Pandaal International are now releasing version three of the Daatascan Professional software for the Pandaal Amiga hand-scanner. The new version has a dual-screen layout with additional 16-colour grey-scale screen, freehand draw and text options, full Workbench-compatible printer

support and two levels of zoom. It is to be supplied with new Pandaal hand-scanners, and is available to existing users at £20. Pandaal 071-328 4442

DIRK DARES AGAIN

Who can forget Dragon's Lair? Its detailed and colourful graphics belied the fact that it had little or no gameplay. Now ReadySoft announce the forthcoming release of Dragon's Lair III - The Curse of Mordread. It has 1,500 frames of animation and sports digitised sound, all for £30. Entertainment International 0268 541126



LEEDS BACK IN EUROPE

Empire is to distribute a new footie management game from CDS, the makers of Football Director 1 and 2. With Leeds United Champions you can re-create the unbounded embarrassment of scoring an own goal against Rangers. Look out for this latest in a long history of football management games in time for Christmas, priced £25.99. Empire 0268 541212



PROPER CHOPPER

It's possible that you've never heard of Gunship. It was one of MicroProse's first simulations for the Amiga, and now they've decided it's time to revitalise the ageing helicopter sim in the form of Gunship 2000. It re-creates many of the features of the original, but in an up-to-date fashion. Clunky graphics have been replaced by smoother 3D landscapes, but it still features the usual missions, training and campaign situations. Gunship 2000 should be available in December for £35. MicroProse 0666 504326

NIGHT ON THE TILES

US Gold have just about finished the first 'legal' version of JW Spear's word game Scrabble. Previously, a Scrabble lookalike made it into the PD market, only to be the subject of an injunction. Spear soon tied up an official licence deal and the fruit of the liaison offers four-player tournaments, games versus the computer, a 126,000-word dictionary and 12 skill levels. It should be out for Christmas at £25.99. US Gold 021-625 3366

BATTLE OF BRITAIN

Virgin's forthcoming WWII flight sim is about to get take-off clearance, as the chaps at Rowan Software put the finishing touches to it. Reach for the Skies is practically two simulations in one, enabling you to take the role of a pilot (flying planes), an operations controller (pushing those little flags around a campaign map), or both. You can play the game from either a German or British perspective. So far, Reach for the Skies has slipped a little from its original Autumn release, but Virgin still reckon they'll have it in the shops for the all-important Christmas crush. Virgin Games 081-960 2255

GERARD BUCAS IS a big man. Luckily he is big and affable. He's also pleased to talk about his work, his past, and the future for GVP and the Amiga.

Four years ago he had a secure vice president's post with Commodore. He was working on Amiga product development and was growing uncomfortably bored with the direction in which he was going. He knew he could do better for himself. He knew that he could do better for the Amiga.

Four years ago, Great Valley Products didn't exist. Now they are one of the largest and most successful manufacturers of peripherals for the Amiga in the world.

When you look at the fact that GVP is an American company, based in a country where the Amiga is but the merest speck on a map full of PCs, you ask yourself: just how does a company with such high odds against it turn into the worldwide market-leader?

How, for example, did Great Valley Products begin: "Mainly because I had been there [at Commodore] for four years already and I saw some really big potential opportuni-



Gerard Bucas talks to *Amiga Format*. The ex-Commodore vice president now leads GVP, makers of superior Amiga peripherals.

The Neil Jackson interview Gerard Bucas, president of GVP

If the Amiga is not a 'big machine' in the United States, then how come Great Valley Products make so much money and such advanced Amiga peripherals? **Neil Jackson** tracks down GVP's founder and president Gerard Bucas at his Pennsylvania HQ and gets some answers...

ties. There were no serious companies in the [Amiga] after-market and I guess the most important thing I decided was 'let me try and do my own thing'.

"It wasn't really political - I mean obviously you could argue there were all sorts of politics and other things, but if you really analyse it, that's true with all large companies."

Although GVP have probably done more for the Amiga (and for Amiga users) worldwide, and certainly in the UK than Commodore themselves - look at the A530 Turbo hard disk for one example of excellence - Gerard knows not to crow at the expense of Commodore. He is diplomatic, but is there a touch of irony in what he says: "I am definitely not a Commodore-basher. I am always positive about Commodore because obviously we are totally dependant on them."

Clearly GVP have a solid background in Amiga development. So how does Gerard account for the fact that they sell more peripherals than Commodore?

"My philosophy always has been that we wanted to be a world company and a growth company. When we started GVP, I discovered that most [similar] companies are a couple of engineers who think small and generally have engineers even in their sales departments. These types of company never seem to expand because they don't have an ambitious outlook,

"We decided to employ a proper sales team. This left our engineers to get on with the business of developing and building newer and better peripherals.

"We became so successful with peripherals that it's almost like Commodore don't have to do one because we'll probably do it in any case. It's a sort of chicken-and-egg problem that has slowly but surely, I think, resulted in Commodore doing less and less peripherals.

"Another interesting thing is the fact that I'm not an American, but I'm working from

"I had been at Commodore and I saw some really big potential opportunities. There were no serious companies in the (Amiga) after-market and I guess the most important thing I decided was 'Let me try and do my own thing'"

America. I mainly deal with European distributors and the fact that I'm European myself," (he's Dutch in fact, but you have to fight to pin down the accent because it now has the stateless, mid-Atlantic twang) "gives people a different level of trust for some reason. They feel we can make common jokes about Americans and stuff.

"One of the reasons, I think, is that American companies always want to do everything through lawyers and contracts and so on,

and the minute you make one mistake they get their lawyers involved. Until two months ago we never even had a lawyer in this company."

From GVP's point of view, what's the difference between the UK and US? "Right now," Gerard points out, "our sales are 50 per cent USA and 50 per cent rest of the world." So despite the assumption that the Amiga is a 'minor-league' machine in the US, this market still, "amazingly enough" according to Gerard, accounts for half the company's sales.

"There are two reasons for that. One is because we are located here so we can be much more aggressive than any distributor we appoint overseas. Second, the US has a higher percentage of higher-end machines.

"Because there is no major US market here, they ignore the Amiga. We went after a global market because it's true, certainly at the moment, that there is no single country that you could survive on. If you put all the countries together, it's a different story."

This big thinking has obviously done the company no harm at all. Since 1988 staffing has grown from two to 65 people. Profits have grown from \$0 to \$35 million. No mean feat in an age of slowed growth, using a machine many dismiss (in the States). Gerard doesn't see this as a problem: "The US is predominantly higher-end whereas Europe and the UK especially is lower-end, but what is interesting is that our sales in the UK (in money terms) are as much as 40 per cent high-end product."

So would GVP ever consider dropping the A500 market? This one strikes a chord. But not the one you would expect. Gerard, and GVP have a very positive attitude to the 500: "We are finding that the A500 market is 'maturing'. There are more and more people who have an A500 and say 'gee, I could do something useful with it'.

"Second, hardware is always going down in price. For example, a hard drive now costs probably half of what it did two years ago and as a result more people can afford one.

"The average A500 owner does not have a lot of money, but suddenly hard drives are starting to come close to what he can afford. So we are totally committed to the A500 and eventually the A600 market."

What about the future? Would GVP ever dump the Amiga in favour of the PC. Gerard is shocked: "Again the answer is definitely no. The only thing is we will definitely plan to diversify, maybe into some other platforms."

One thing many Amiga users would love would be the chance to walk into a GVP store, to deal with the company one-to-one. So can Gerard see them opening an office, or a technical support facility in the UK? He obviously has Silica Shop to consider before answering this. Again he is diplomatic: "Longer term, I think obviously we need to look at that and we are definitely not totally ignoring that issue. I don't want to say more at the moment."

This conversation could have gone on and on, but Gerard has to get away and discuss some new Amiga peripheral with his team. But he leaves on a positive note: "How serious are we? We are definitely focussed on the Amiga, that's for sure." Amen to that.

GUNSHIPTM 2000

Bringing the battle to your Amiga



MICRO PROSE[®]
Seriously Fun Software



MicroProse Ltd. Unit 1 Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD. UK. Tel 0666 504 326.

FLY TO THE HOTTEST SKIES IN THE MIDDLE EAST...



We've spent a year, ensuring that both "Desert Strike™" and "Road Rash™" come to you with all the enhanced graphics and sound quality that you've rightly come to expect from your Amiga.

The Middle East's looniest dictator is about to nuke anyone who stands in the way of his mad ambitions.

A desperate US President turns to you to undertake a covert mission piloting a heavily armed Apache helicopter. From a $\frac{3}{4}$ top-down perspective, you'll be taking off on 27 different missions including; rescuing MIA's, defending oilfields and taking out SCUD missile launchers.

...AND ALONG THE HOTTEST TARMAC IN THE WILD WEST.



All a million miles from the uncontrolled mayhem of "Road Rash", a scorchingly fast biker race across America with no holds barred.

Punch, kick and club your way to the prize-money and upgrade your bike to an ever more frighteningly fast machine, like the terrifying Diablo 1000.

The other competitors are not the only danger as you

speed along five of America's most lethal highways. Hard-nosed cops, oncoming traffic, oil-slicks, even wandering cattle and deer.

Whether you yearn for the undying gratitude of the entire Western World or the grudging respect of Helldog the club wielding gypsy biker, these two fun-packed hits are at last yours.

Available on Amiga
and Sega™ Mega Drive™.

ELECTRONIC ARTS™

Is there an area of computing that doesn't involve the Amiga in some way? **Andy Nuttall** thinks not, and sets out to a 'real' Nottingham to report on the Amiga-produced Virtual Reality...

The virtual Amiga

AMIGA FORMAT

36

DECEMBER 1992

WHEN AND WHERE will the Amiga stop? It has already won awards for police crowd control, it is widely used in television and music, and now it is being used at the very core of the first production-line Virtual Reality systems in the world.

The Virtuality system from W Industries comprises a large headset connected to a huge black machine, which you either stand or sit in. It also features the many talents of an Amiga 3000 as the controlling force of the whole shooting match.

These are the machines that you might have seen springing up in the amusement arcades over the summer.

Instead of using a monitor screen to display the games, Virtuality uses a special headset called the Visette, which gives you a stereoscopic view of the game that you're playing. The Virtuality

system also tracks your position, so when you move your head around, the image you see changes accordingly. This enables some incredibly complex interactive games to be created, where you can actually feel that you are 'inside' the game instead of looking in from the outside.

"The Amiga is basically the workhorse of Virtuality, with an Amiga 3000 controlling most aspects of the system," explains Matt Drakard, one of W Industries' representatives in the UK. "There are other proprietary graphics boards which were designed specifically for W Industries, but they all sit around the Amiga which then controls all the processing of information and makes sure that everything works."

So does that mean that the Amiga basically does everything aside from

Back in the real world...



The Free Wheel: control systems for a home Virtual Reality set-up?

fly using the standard joystick/mouse/key combination, but control the missiles and guns using your head.

Free Wheel is a life-sized steering wheel which connects to your Amiga and offers you either digital or analogue control over your games. Whereas such controllers are normally fixed to your desktop, the Free Wheel is held in the air or rested on your knee.

The Free Flight is a free-floating joystick. Special angular sensors inside measure the movement of your hand, and the data is sent to your Amiga to be used in gameplay in the same way as a normal joystick. All of these devices mean that you are not 'tied' to your Amiga but are allowed free movement while gaming. The Free Flight will be available in mid-November at around £39.95, while the Free Wheel is likely to be available in early December at £39.95 for the analogue version and £29.95 for the digital version. The Free Spirit is unlikely to appear until early next year. (RC Simulations 0272 550900.)

While all this is going on in the arcades, one company is beaver away to bring Virtual Reality to your Amiga. Bristol-based RC Simulations are shortly to release not one but three different game control devices which go beyond the standard plug-in joystick approach.

Last off the production line is the Free Spirit. This device looks like a baseball cap but contains a bunch of 'state-of-the-art' sensors. Wearing it will enable you to control various aspects of a game by tilting your head in a particular direction. For example, in a flight simulation, you could



Legend Quest: one of the 'experiences' (games) for the new generation?



It might not look like it, but this is just a glorified Amiga 3000; impressive stuff!



The smoke, the machines, the hidden Amigas. This was the launch of Virtuality in the UK, the time when VR came out of the comics and went tearing into the arcades.

A dudette wearing a Visette (the head-set) – in 20 years' time we will look back at these hefty bits of entertainment kit and laugh in astonishment. But for now, they are the way forward for games players. (Or so we are told.)



CD-ROM is used in all the Virtuality systems. For example in *Flying Aces* and *Legend Quest*, the latest 'experiences' (W Industries' hype-laden term for what we call games) released by the company, CD is used for sound and music. According to Matt, though, they "do expect to be using it for other stuff in the future, such as storing graphics and other data."

So as well as being a great machine which can turn a hand to many different tasks, the Amiga also plays a major role in one of the most exciting and innovative developments in the history of entertainment. W Industries' director of software engineering, Al Humrich, explains why they chose the Amiga for use in the system: "The Amiga has several advantages over other computers, with features that are very useful to us, including the fact that it's easily expandable. Also the low cost made it an obvious choice."

Having played on one of the original Virtuality machines, with a game called *ExoRex*, I found the graphics rather blocky. Have they developed since the release of the first VR machines?

"Although the graphics have become more detailed, the method of creating them hasn't really changed," says Matt. "The original experiences used fairly rudimentary graphics, created using filled polygons to achieve the required speed. The latest graphics are still polygon-based but because of the advancements in graphics speed they are now far more detailed."

"As for the future – again, there is so much scope for us to learn about real-time 3D graphics. There are always plans to advance them, but it's difficult for us to say what's going to happen even in the next two or three months. It's basically the same as the home computer industry – technology advances so quickly it really is incredible."

This is a statement that we, as Amiga owners, can directly relate to. The Amiga has been updated and remodelled on numerous occasions, and recently new models have appeared such as the A4000 and A1200 with an advanced chip set and impressive processing power. Can we expect W Industries to embrace such technologies as they are developed, making Virtuality faster and more realistic?

According to Matt, the one feature of Virtuality machines which puts them above their competition is the "upgradeability". Yes, but is there a direct relationship between the Amiga and this? We turned away from the sales pitch and back to Al Humrich at the software development end and asked the question again. He agreed that there was a relationship between the versatile and evolving Amiga and the upgradeable Virtuality machines that were controlled by Amigas.

"The Amiga has several advantages over other computers; it has features that are very useful to us, including the fact that it's easily expandable."

Al Humrich, W Industries

We asked Matt if he sees Virtual Reality taking over from video games in the future. His answer was, shall we say, predictable: "I think that almost without question VR will completely take over video games."

Without doubt, VR is an exciting area of computer gaming, and unsurprisingly the Amiga is at the forefront of this new and innovative technology.

The question that remains to be answered is not *whether* VR will come to the home but *when* the Amiga developers are going to bring it.

Angeles. In both these places, up to eight players will be able to link up and play. These sites are due to be opened early next year at the same time as franchises become available for other sites around the UK.

According to the people at VRDL, *Legend Quest* has been a great success since its launch earlier in the year. With an Amiga at the heart of the game engine, we can't say that we're that surprised. And VRDL are keen to keep on introducing more games. Their next epic production, *Grid Warriors*, will make use of new eight-player sites in the UK and abroad – it's a futuristic power struggle to gain ultimate control of the Earth.

Battling over several different types of terrain, the players will grow in strength with each successive victory. The development of more games, better technology, and the continued use of top-quality Amigas bodes well for this entertaining revolution.

LEGEND QUEST

Legend Quest is the first multi-player game from Virtual Reality Design & Leisure (VRDL) and W Industries.

It sees up to four players in *Sword and Sorcery*-type action, exploring a series of virtual dungeons while avoiding any nasties. The Director of VRDL, Justin Webster, designed the game, and W Industries wrote the software to implement the designs.

Players play an Elf, Human or Dwarf, and their on-screen characteristics will change according to these choices. Other changes may also be made to the players, such as pointy ears, eye colour, and clothing. To make the experience even more believable, a 'Vocalizer' is included in each of the players' helmets. This device alters the sound of each voice depending on the character and its position within the dungeon. Although the Nottingham site enables only four players to link up and play, Justin is planning on opening two other sites in London and Los

Soft reality

Virtual Reality in your own home. Could it really be a viable proposition? The only people who really know are the software houses, the people who make the games. So we asked five of the UK's leading games developers and publishers what they thought of Amiga-based VR...



Danielle Woodyatt of US Gold: "The idea of Virtual Reality is an absolutely brilliant one. As far as home VR is concerned,

though, I don't think it will happen – or at least not for a number of years. It's just like a few years ago, when kids wanted coin-op arcade games in their house. That didn't happen, but they did get games consoles. VR is a totally different area."

Ken Lockley of Ocean: "Obviously Virtual Reality is the next big thing in entertainment. I reckon we should see a basic VR system in the home within two years, but it'll take about five years for anything decent to come out."

"The intervention of the CD as a means of storing computer data will improve things considerably."



Caroline Stokes of Virgin Games: "VR is definitely the way that things are going to go. It's an escape, in a similar way to a

holiday, a book, a film or a video game. To be able to do VR on your Amiga would be amazing."

"I do think that it's one step nearer being a couch potato, though. I mean, more kids will stay in their virtual world rather than going to experience real life."

Steve Perry, Systems Manager for Microprose UK: "We already work quite closely with RC Simulations. Regarding their Free Wheel and Free Flight products, if the Free Spirit is released, we will consider using it in our simulations."



Jon Hare of Sensible Software: "At first you'll get people producing VR *Space Invaders* – you know, not really using the

technology to the full. As time goes on, new pigeon holes will open up and software will be developed to fill those pigeon holes."

"If somebody could get themselves a decent sex life out of their home computer, domestic VR would be incredibly popular..."



**THE FIRST
COMPUTER CENTRE**

OPEN 7 DAYS A WEEK

OPEN MON - SAT.....9.30AM-5.30PM
SUNDAY OPENING.....11.00AM-3.00PM
THURSDAY NIGHT LATE...9.30AM-7.30PM

**AUTHORISED DEALERS FOR STAR,
CITIZEN, COMMODORE, ACORN,
ROMBO & SUPRA**

FREE DELIVERY!

HOW TO ORDER

Order by telephone quoting your credit card number. If paying by cheque please make payable to **FIRST COMPUTER CENTRE**. In any correspondence please quote a contact phone number and post code. Allow 5 working days for cheque clearance

- All prices include VAT and Standard Delivery
- All hardware/computers are genuine UK spec.
- Free Fast Standard 4 to 7 day Delivery
- Guaranteed 2 to 3 day Delivery only £2.50
- Guaranteed Next Day Delivery only £4.90
- Open seven days a week for your convenience
- Overseas orders welcome

Technical & Sales 6 LINES

24 HOUR MAIL ORDER SERVICE!!

0532 319444

CUSTOMER CARE:

0532 637988

FAX: 0532 319191

**PLEASE ADDRESS ALL
CORRESPONDENCE TO:**
DEPT. AF, UNIT 3
ARMLEY PARK COURT
OFF CECIL STREET
STANNINGLEY ROAD
LEEDS, LS12 2AE

Prices are subject to change without notice. E&OE.



FIRST COMPUTER CENTRE (LEEDS) Tel: 0532 319444

COMPUTERS

NEW!! New!! AMIGA 4000

With the power of the 32 bit processor running at 25 Mhz (upgradeable), the new double AA graphics chip-set & 16.8 million colours. High density 1.44 Mb floppy, 120 Mb IDE Hard drive & Workbench 3.12 month on site warranty.

only £2099.99

AMIGA 3000 RANGE

25 Mhz with 52 Mb HD, 2Mb RAM...£1399.99

25Mhz with 105 Mb HD.....£1599.99

BACK IN STOCK!!

AMIGA 500 Plus

Cartoon Classics Pack

only £294.99

AMIGA 600 & 600HD

Comes with Workbench 2.05 and mouse. a plus built in integral hard disk option.
2 Mb RAM add £37.99

No Hard Drive.....only £269.99

20 Mb HD.....only £426.99

***40 Mb HD.....only £499.99**

***60 Mb HD.....only £529.99**

***80 Mb HD.....only £559.99**

*Please note that only the 20Mb and No Hard drive version come with on site maintenance. Larger versions are covered by a full 12 month warranty.

AMIGA 600 bundles

The Epic pack

with Epic, Rome, Myth, & Trivial Pursuit, Dictionary, Language Lab & Deluxe Paint 3

only £39.99 (with A600 20HD)

The Wild, Weird & the Wicked

with Micro Prose Grand Prix, Deluxe Paint 3, Putty & Pushover

only £29.99 (with A600)

AMIGA 600 Deluxe

The Deluxe combines the normal Amiga 600 plus a fitted ROM shaver with 1.3 and 2.05 ROM's fitted making incompatibility a thing of the past.

A600 Deluxe only £339.99

or £379.99 for 2 Mb RAM

A600HD Deluxe only £509.99

or £549.99 for 2 Mb RAM

A600 HD UPGRADE KITS

20Mb.....£124.99

60Mb.....£229.99

80Mb.....£279.99

AMIGA 1500 Plus

With 3.04 Kickstart chip and Workbench 3.04

only £489.99

AMIGA 1500 Plus

Business & Entertainment pack

With Deluxe Paint 3, Platinum Works (business package), Home Accounts, Puzznic, Elf, Told, Amiga Format Tips book & Joystick

now only £539.99

AMIGA 1500 Deluxe

With the Prima ROM shaver, 1.3&2.04 Kickstart chip

only £549.99

NEW LOW PRICES!!

CDTV

the Hutchinsons Encyclopedia, Lemmings & Welcome CD disk

now only £369.99!!

CD Rom Amiga A570

Turns your Amiga 500 into a CDTV

only £329.99

CDTV Trackerball only £74.99

CDTV keyboard only £49.99

PRINTERS

All our printers are UK spec

All our printers in ribbons and free std printer cable. All Citizen printers come with a 2 year guarantee. All printers have a full UK specification.

Canon

CITIZEN
COMPUTER PRINTERS

hp

**HEWLETT
PACKARD**

STAR
COMPUTER PRINTERS

All Star & Citizen dot matrix printers come complete with printer drivers & paper!!

Star LC20.....£134.99

180 cps draft, 45 cps NLQ, quiet mode and multi fonts, push button operation.

New Star LC100 Colour...£179.99

8 resident fonts, 180cps draft/45cps NLQ, Quiet mode

Star LC200 colour...£195.99

9 pin colour, 8 fonts, 225 cps draft, 45 cps NLQ, A4 landscape printing.

New Star LC24-100.....£191.99

Star LC24-20.....£199.99

24 pin quality, 210 cps draft, 60 cps LQ, 16K buffer expandable to 48K, 10 fonts and LCD front display.

Star LC24-200 mono...£219.99

24 pin, 222 cps draft, 67 cps LQ, 10 fonts, A4 landscape, 7K buffer expandable to 39K

Star LC24-200 colour...£269.99

Colour version with 30K buffer expandable to 62K

Star XB24-200 colour....£379.99

Professional quality with On-site maintenance, very quiet.

Star SJ48 Bubble jet.....£209.99

Laser quality, ultra quiet, Epson compatible & portable

Star Laserjet 4 MK3...£739.99

4 page laser, 1 years on site maintenance

Star LC200 Autosheet feeder.....£59.99

Star LC200 Autosheet feeder.....£62.99

Star LC24-20 Autosheet feeder...£64.99

Star LC24-200 Autosheet feeder...£64.99

Star SJ48 Autosheet feeder.....£52.99

Citizen Swift 9 Colour.....£183.99

Excellent value 9 pin colour. Highly recommended

NEW Swift 240 Colour.....£279.99

24 pin, 240cps draft, 10 fonts, quiet mode, 240cps.

NEW Swift 200 Colour.....£204.99

Same out put as the 240 but with less facilities

Semi auto sheet feeder.....£29.99

Automatic Sheet feeder....£79.99

Canon BJ10ex.....£219.99

Laser quality output. Larger buffer than the

StarSJ48Canon/Star bubblejet cartridges.....£17.99

Canon BJ20.....£309.99

Built in auto sheet feeder and extra facilities than BJ10

Canon BJ300.....£379.99

Desktop bubble jet with laser quality

Canon BJ330.....£519.99

Wide carriage version of the BJ300

BJ10ex Autosheetfeeder...£52.99

Hewlett Packard Printers

HP500 mono.....now £334.99

HP 500 Colour..now £459.99

HP500 mono cartridges....£14.99

Double life 500 cartridges....£24.99

All HP printers come with a 3 year warranty

FIRST EXTRAS PACK

With the **FIRST EXTRAS** Pack you can make sure you have every thing you need when buying an Amiga. All the essentials required for the first time buyer and at a bargain price!!

Comprises:

- Top quality microswitched Powerplay Cruiser joystick
- Mouse Mat
- Dust Cover
- 10 high quality Blank Disks
- Plus £70.00 of software!!

only £29.99

RRP £95.00!!!

MONITORS

All our monitors are UK spec. All monitors come complete with a free Amiga lead

WARNING: Before you purchase a monitor make sure it has a full UK specification. You might be buying what you think is a similar monitor at a lower price but it is likely to be a "GREY" import. These monitors do not comply with British safety standards and are not covered by an official warranty

PHILIPS CM8833 MK2

stereo colour monitor

Colour stereo monitor 600*285 line resolution, green screen facility, one years on site maintenance.

now with Lotus Turbo Esprit

only £199.99 UK Spec.

Commodore 1084/5 SDI

Stereo Colour monitor

Features 51 dot pitch resolution. Amiga cable included. Some People think these monitors are a legend in their own time!!

only £209.99

PHILIPS BRILLIANCE

SVGA Colour monitor

with overscan facility

The Brilliance monitor has a high quality Super VGA resolution. Includes overscan facility, 28 dot pitch and tilt/swivel stand. 12 months on site maintenance.

1500 VERSION £389.99

with Flicker Free Video card

A500 VERSION £489.99

GOLDSTAR REMOTE

control TV/monitor

superior to a standard TV set with full remote control

£169.99

COMMODORE 1960 multisync

only £436.99

SPECIAL OFFERS ON ACCESSORIES WHEN BOUGHT WITH A MONITOR!!

TILT & SWIVEL STANDS.....£11.99

14" MONITOR COVERS.....£5.99

SUPRA MODEMS

The Supra-Fax Modem

V.32 bis (14400 baud !!!)

Allows you to send and receive fax messages. This new modem from Supra has full 14400 baud capability. Spec includes V.32bis, V.32, V.23bis, V.21, V.21, MNP2-S, V.42, V.42bis, Class 1 & 2 commands, 9600/14400 Group 3 Fax. Includes free comm software and modem cable

only £259.99!!!

Supra Fax Plus

(up to 9600 BPS)

With the ability to send faxes Even faster than the standard 2400 from Supra with auto dial & auto receive. 9600bps Hayes comp. V.22, V.42 Bis, MNP2-S & auto adjust to maximum transmission speeds. Includes free modem cable & comm sw!!

now only £139.99

2400 PLUS without fax facility

ONLY £119.99

Supra 2400zi Plus

Internal version for the 1500/2000/3000 range. Similar to Supra Fax Plus but no Fax capability. Inc. free modem cable & Atalk 3 comm sw

only £99.99

Supra 2400

Get on line using this great value fast modem with auto dial & receive. 2400 baud Hayes comp, V.22 B15. Inc. modem cable & comm sw!!

only £79.99

GP FAX SOFTWARE only £29.99 if bought with modem

All Supra Modems come with a 5 year warranty!!

VIDI AMIGA 12

Replacing the famous Complete Colour Solution, this new package from ROMBO is even better value!!!

The ultimate low cost colour digitiser. No filters or RGB splitter required. Colour images can be captured in less than a second, mono images are grabbed in real time. Fully compatible with any video source.

Includes multitasking software, cut & paste with masking, multiframe store with animated playback, composite or s-video input, 4096 HAM support and many more advanced features

**only £77.99
or £99.99**

**with built in
MEGA MIX MASTER!!
TAKE 2**

This is latest animation package for the Amiga from Rombo. Features include load and save from D. Paint animations and IFF files. Supports HAM graphics.

**only £39.99
MEGAMIX MASTER**

This is a low cost 8 bit, high spec. sampler that plugs into your printer port. Special effects include echo that can be added in real time, fully multitasking and easy to use.

only £29.99

We recommend all ROMBO products

HARD DRIVES & ACCELERATORS

GVP HARD DRIVES & ACCELERATORS

AMIGA A500 HARD DRIVES

GVP Series II HD8+ 52Mb.....only £329.99

GVP Series II HD8+ 120Mb.....only £419.99

GVP Series II HD8+ 240Mb.....only £669.99

A500 GVP Combo's

A530 Combo 40MHz/52Mb HD.....only £649.99

A530 Combo 40MHz/120Mb HD.....only £759.99

A530 Combo 40MHz/240Mb HD.....only £989.99

68882 Co-Processor Kit for A530.....only £209.99

GVP memory RAM

8mb RAM card AMIGA 1500/2000 with 2mb.....only £149.99

32bit 60ns 1Mb SIMM for Accelerator.....only £64.99

32bit 60ns 4Mb SIMM for Accelerator.....only £179.99

1500/2000 Hard Drives

Impact Series II HC8+ Control card.....only £124.99

Impact Series II HC8+ with 52Mb HD.....only £269.99

Impact Series II HC8+ with 120Mb HD.....only £409.99

Impact Series II HC8+ with 240Mb HD.....only £639.99

Impact Series II HC8+ with 420Mb HD.....only £1039.99

1500/2000 G-FORCE ACCELERATORS

G-Force 030-25MHz with 1Mb 32 bit RAM.....only £549.99

G-Force 030-40MHz with 4Mb 32 bit RAM.....only £789.99

G-Force 030-50MHz with 4Mb 32 bit RAM.....only £1109.99

G-Force 040-28MHz with 2Mb 32 bit RAM for A3000

only £1499.99

Syquest 88Mb + Cartridge & HC8+

only £559.99

All GVP products come with a

full 2 year warranty

ROCTEC ROCHARD DRIVES

ROCTEC A500 CONTROLLER CARD

Very similar in style to the GVP HD8+ but unpopulated and without a hard drive so you can fit your own. Please specify IDE or SCSI. Expands to 8Mb of RAM using SIMMS

only £164.99

ROCTEC 40Mb.....£269.99

ROCTEC 60Mb.....£304.99

ROCTEC 80Mb.....£339.99

ROCTEC 120Mb.....£374.99

POWER SCANNER

With the latest version 2 software for bright & sharp grey scale performance. Flexible scanned image display manipulation options, plus Clean up, embolden, resize & flip.

**only £94.99 on demo
Colour version only £229.99**

EPSON GS6000 COLOUR FLATBED

only £859.99 phone for details & demo

MICE & TRACKERBALLS

NAKSHA MOUSE with Operation Stealth mouse mat, holder and 2 year warranty. 290 DPI.

only £24.99

Golden Image Mega Mouse Fully multi-switched

only £12.99

GENIOUS Happy mouse inc mouse mat. Same quality as the Naksha mouse

only £19.99

GOLDEN IMAGE Brush mouse with Deluxe paint 3

only £24.99

Golden Image optical mouse.....£29.99

Zydec Trackerball.....£29.99

Golden Image Crystal Trackball.....£36.99

DISK DRIVES

Roclite 3.5" super slim Roclite. Best review for disk drives in Amiga Format. Now with built in virus checker and anti click device!!

only £59.99

Cumana 3.5" 1 meg external drive. The best name in disk drives now at a great price.

now only £52.99

New Slimline Prima Addup 3.5"
only £49.99

NEW!!

OPAL VISION

24 bit graphics card & video system for the 1500 2000/3000/4000. Includes software bundle

only £679.99

GENLOCKS

Rocgen with built in mode switch box & auto pass thru function.....**only 79.99**

Rocgen Plus includes dual control for overlay and keyhole effects, extra RGB pass thru.....**only £119.99**

ROCGEN ROCKEY

For creating special effects in video production with genlocks.....**only £269.99**

SUPRA RAM

Increase your A500 up to 8 Mb with the best Amiga A500 expansion on the market. Fits onto the side expansion port. Auto configures with no software patching.

(Note that when 256K 4ZIPS are used, the Supra RAM can only be populated up to 2 Mb. If you want to increase the RAM further you must replace with 1 Mb by 4 ZIPS)

8Mb pop to 1Mb.....£89.99

8Mb pop to 2 Mb (256K 4zips).....£114.99

8Mb pop to 2 Mb (1Mb 4 zips).....£139.99

8Mb pop to 4 Mb.....£194.99

8Mb pop to 8 Mb.....£299.99

8Mb pop to 2 Mb for 2000/1500 range.....£149.99

512K RAM EXPANSION

Top quality Reflex RAM expansions for the A500 complete with battery backed clock and on/off switch.

now only £22.99

EMULATORS

KCS Power board

Regarded as one of the best emulators on the market.

only £179.99

1500/2000 adaptor only £59.99 MS-DOS 4.01.....£15.00 extra

Vortex Golden Gate 386-25

This is a PC 386-25SX Bridgeboard running at 25 Mhz

only £439.99

VORTEX AT Once Plus 16Mhz

Now with 16Mhz speed.....**only £214.99**

ACCELERATORS

VXL30 25Mhz.....£229.99

VXL30 40 Mhz.....£349.99

68881 Co pro for above.....£79.99

1 68882 Co pro for above.....£119.99

32 bit 2 Mb ram for above.....£189.99

32 bit 8 Mb RAM for above.....£399.99

PRIMA A500 PLUS & A600 RAM

Built for First Computers & supplied to Phoenix, these high quality modules will take your A500+ or the new A600 (inc built in clock) up to 2 Mb of chip RAM without invalidating your warranty

A500P A600

Unpopulated.....**only £16.99/£23.99**

Populated to 512K.....**only £26.99/£32.99**

Populated to 1 Mb.....**only £33.99/£39.99**

2 Mb A600 PCM CIA RAM card.....**£134.99**

4 Mb A600 PCM CIA RAM card.....**£204.99**

PRIMA ROM SHARERS

Because some older software will not run on Kickstart 2 First Computers launched the PRIMA (as supplied to Phoenix) ROM sharer. This high quality ROM sharer features a flexible ribbon connection so that it can be positioned anywhere within your A500 Plus or A600. Full 2 year replacement warranty

now only £19.99 or £27.99

for keyboard switchable version

DRAM & CUSTOM CHIPS

1 mb by 8/9 SIMMS.....**£23.99 per Mb**

4 Mb by 9 Simms.....**£98.99 per 4 Mb**

1 Mb by 4 DRAMS.....**£39.99 per 1 Mb**

1 Mb by 4 ZIPS.....**only £38.99 per Mb**

256 by 4 DRAM (DILs) ideal for A590 and others

4+ (512K).....**now only £3.39**

8+ (1Mb).....**now only £3.19**

16+ (2Mb).....**now only £2.99**

Kickstart 1.3.....**£23.99**

Kickstart 2.04.....**£34.99**

Fatter Agnes 8372A.....**£31.99**

Super Denise.....**£22.99**

6571-0326 Keyboard controller.....**£9.99**

CIA 8520A I/O controller.....**£7.99**

ACCESSORIES

Pro-Midi 2 Interface featuring midi in/out/thru, and 2 switchable midi out thru sockets.....**only £24.99**

Mouse/joystick port switcher.....**only £13.99**

Computer Video Scart Switch.....**only £19.99**

2 way Parallel port sharer box inc cable.....**only £17.99**

Amiga Sound Enhancer Plus by Omega Projects. Hear the Amiga's sound like you've never heard it before!.....**only £36.99**

PRINTFACE (ADDITIONAL PRINTER PORT FOR THE 1500/2000/3000).....**£35.99**

QUALITY MOUSE MATS.....**£3.99**

25 CAPACITY DISK BOX.....**£2.99**

40 CAP LOCKABLE DISK BOX.....**£4.99**

100 CAP LOCKABLE DISK BOX.....**£6.99**

*90 CAP STACKABLE BANX BOX.....**£8.99**

*150 CAP STACKABLE POSSO BOX.....**£16.99**

*add £3.00 delivery if purchasing just one Posso or Banx box. Free delivery when purchased with other product or when buying 2 or more.

AMIGA A500 DUST COVER.....**£3.99**

AMIGA 600 COVER.....**£2.99**

14" MONITOR DUST COVER.....**£6.99**

12" MONITOR DUST COVER.....**£5.99**

AMIGA TO SCART CABLES.....**£9.99**

STD 1.8 METRE AMIGA PRINTER LEAD.....**£4.99**

MODEM AND NULL MODEM CABLES.....**£9.99**

2 WAY Parallel port sharer.....**£17.99**

DISKS

All 3.5" disks are GUARANTEED FOR A LIFETIME & are CERTIFIED 100% ERROR FREE. Our DS/DD disks are high quality magnetic media & are extensively used by duplicating houses

QTY 3.5" Bulk OR SONY BRANDED

10.....**£4.99.....£6.99**

30.....**£14.29.....£17.99**

50.....**£21.99.....£28.99**

100.....**£39.99.....£54.99**

200.....**£72.99.....£99.99**

500.....**£169.99.....£POA**

1000.....**£339.99.....£POA**

Sony Branded come complete with labels

Disk Labels.....500.....now only £6.99

Disk Labels..1000.....now only £9.99

SOFTWARE

WORD PROCESSING/DTP

FINAL COPY version 2!!.....only £65.99

From the writers of Penpal. Features include built in outline form, line top quality output, full graphics imports capability (IFF and HAM), thesaurus, spelling checker & detector, insert date, time, & page number, scale graphics to any size, crop graphics, multiple columns layout, magnified & reduced page view & much more.

New! KINDWORDS V3.....only £36.99

Very similar to Wordworth & nothing to do with the terrible Kindwords 2. Produced by Digita & recommended.

PENPAL 1.4.....only £39.99

Best selling feature packed word publisher with database

PAGESTREAM 2.2.....only £126.99

Powerful DTP package that we recommend and use

HotLinks.....£48.99

Pagesetter 2DTP.....£39.99

Pro Page professional V3 DTP.....now £99.99

Protext 4.3 W/P.....now only £39.99

Protext 5.5 W/P.....now only £69.99

WORDWORTH 2 word publisher.....£72.99

now with 11 compugraphic fonts & 1 colour font & more

VIDEO AND GRAPHICS

DIGI-VIEW GOLD MEDIA SYSTEM

Complete graphics presentation package. Complete with Digi-View Gold, Digi-Paint 3 & Eian Performer

now only £119.99

37 Compugraphic fonts Vol 1 or 2 by GT.....only £9.99

Amiga Vision.....now only £19.99

Ani Magic.....£67.99

Art Department Pro 2.1.....only £129.99

Big Alternative Scroller.....£74.99

Can Do.....£59.99

Deluxe Paint 2.....now only £4.99

Deluxe Paint 3.....now only £12.99

Deluxe Paint 4.....now only £57.99

Director V2.....£59.99

EXPERT DRAW.....only £49.99

EXPERT 4D JR.....only £37.99

Flexidump printer utility.....£31.99

Image Master.....£124.99

Imagine V2.....£169.99

Make Path for Vista.....£28.99

Pix Mate.....£32.99

Pro Draw 3.....£49.99

Pro Video Plus.....£84.99

Real3D.....£229.99

Scala 500.....£75.99

TURBO PRINT.....£39.99

TV Text Pro.....£69.99

Vista.....£19.99

Vista Pro 2 (2 Mb required).....£62.99

MUSIC/SOUND

Aegis Sonix.....£39.99

</

Does the A4000 go faster than Linford Christie? Does it have more front than Madonna? Does it have more charm than Omar Sharif? Read **Pat McDonald's** words and find out.

The Wolf in Sheep's Clothing

AFTER A DRASTIC price slash on the A3000, the new top-dog Amiga has finally arrived. For the asking price of £1,721, excluding VAT (which puts the RRP at about £2,100), you would expect something rather special. Have Commodore delivered, or is the Amiga at the end of its development?

In many ways the A4000 is an answer to the critics who said Commodore were not doing enough research and development; that although they dominate some markets, in a couple of years the Amiga will be forgotten.

Everything is new, or has a changed element. The keyboard is exactly the same as the A3000/CDTV, except it's a paler shade of beige and the connector is PS/2 like that of the CDTV, rather than the traditional 5-pin DIN plug. The mouse is of a very-rounded design and the floppy drive is of the HD (high-density) variety, which means you can squeeze up to 1.76Mb of data on to a single disk.

At the back you've got the least number of connectors ever seen on an Amiga. Serial, parallel, floppy and video – that's your lot. Gone are the SCSI hard drive connector and the 31KHz connector of the A3000, and the composite video connector of all previous machines. You do get an adaptor so that you can plug in a 15-pin 31KHz monitor – but it's not built into the machine.

One thoughtful feature is the Euro power-out connector (commonly called the 'kettle lead') so you can get power for your monitor from the machine, rather than needing a second mains plug. Another is the lock, which means you can prevent people turning it on.

Under the bonnet is a wealth of new Amiga hardware. The central processing unit is a 68EC040. This is similar to the powerful 68040, except that the MMU (memory management unit) and FPU (floating point unit) are missing. The only reason for fitting this chip is to keep the cost of the machine down.

Even with a cut-down processor, the

A4000 manages a respectable performance in terms of computing power – it shows a clean pair of heels to any PC, 486DX included. There is a price to pay for performance and the cost reflects this to some extent.

So what? Amiga accelerator cards, including 68040 types, have been around for years. The difference is that putting in a faster CPU is done at the factory while the machine is being built. It's a lot cheaper than accelerating a 16/32-bit Amiga (anything previous to the A3000) up to the same specification.

More than that is the design of the A4000 which is geared towards easier accelerator boards. It means that when there is a call for a certain processor (68050s or 68060s) being built into an Amiga, all Commodore have to do is change the processor board.

So the A4000 has a competitive lifespan second to none. Computers usually age very fast indeed (they can be obsolete within a matter of years or even months). The A4000 has a

EXTRA SOUND INPUT

Although the A4000 contains much the same sound chip as any other Amiga, one feature that could be useful is an internal connector for sound input. The idea is that you can feed stereo sound into the machine and play Amiga samples over the top. I don't know if much sound gear will come out that uses this feature, but it's ideal for CD-ROM sound mixing and saves a lot of extra cables.

STORAGE

The A4000's standard HD floppy drive is excellent for storing single 24-bit graphics at normal broadcast resolutions – something that wasn't guaranteed with the old double-density disks – and there's even a dust flap on it. You can fit an extra floppy into the machine below the built-in one, but the second drive has to be of the half-height variety, otherwise it won't physically fit.

The IDE hard drive, while reliable and simpler than SCSI types, is a bit slow in my opinion. This doesn't manifest itself in everyday use, but if you're into big files like those created by 24-bit graphics, you'll be hard pressed not to yawn at the saving speed.

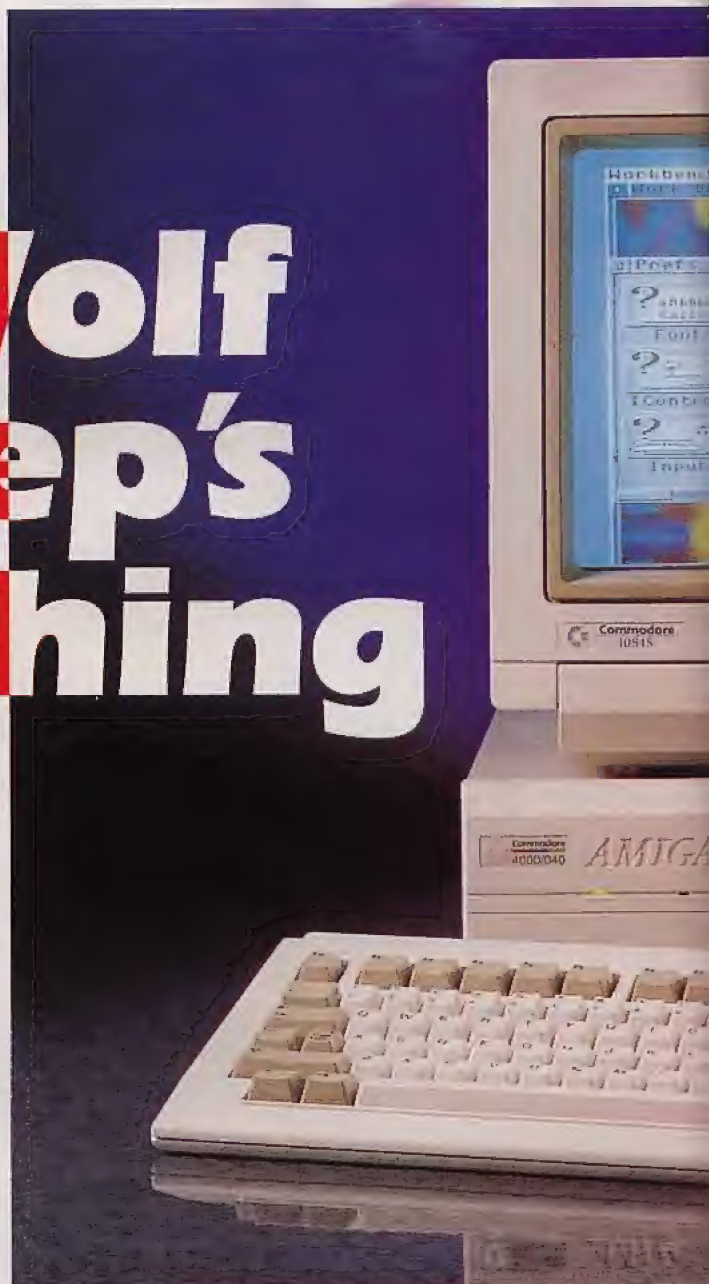
One final note is that a CD-ROM drive is planned for the A4000. With its graphics capability, specific CDs for educational training is one area that Commodore should hit rather well.

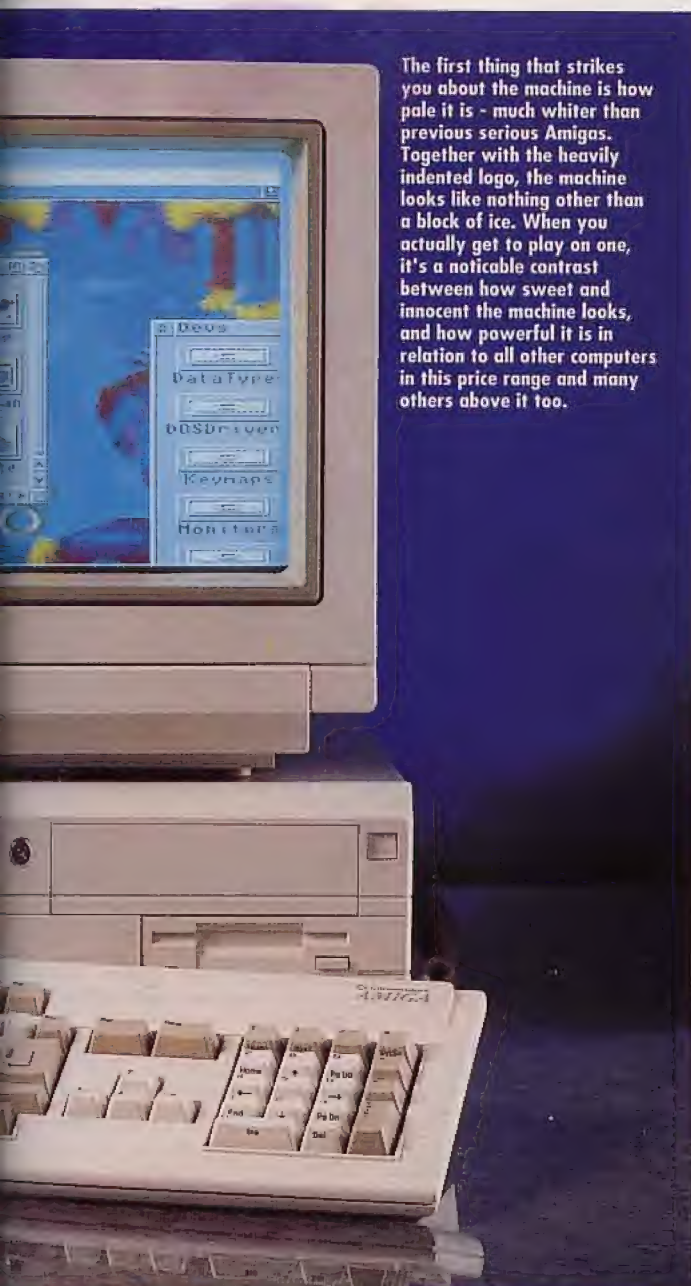
longevity to it that up to now has been very rare. It's ahead, and in a position to stay there.

Behind the processor is the excellent double-A chipset. For more details on what this does, see the accompanying boxout. Suffice to say that the graphics capabilities of the machine are the best that the Amiga can possibly achieve on monitors currently in service. Especially if your chip RAM is of the Fast Page mode variety (basically, very fast RAM).

The memory support is good, but expensive. The A4000 is expanded on the board by inserting 32-bit single in-line memory modules (SIMMs), in a similar way to that of certain higher-end accelerator cards. Up to 16Mb of fast and 2Mb of chip RAM are supported on the board in an easily accessible area.

There is a jumper on the board marked 'Chip RAM 2Mb/8Mb' that I have not seen documentation for, but it seems to indicate you can have up to 8Mb of chip RAM. Each of the Zorro III slots (32-bit expansion slots) can have more memory – up to 64 Mb per slot of fast RAM, giving total expansion of 272 Mb of fast RAM and 2-8Mb of chip RAM.





The first thing that strikes you about the machine is how pale it is - much whiter than previous serious Amigas. Together with the heavily indented logo, the machine looks like nothing other than a block of ice. When you actually get to play on one, it's a noticable contrast between how sweet and innocent the machine looks, and how powerful it is in relation to all other computers in this price range and many others above it too.

While this is certainly more convenient than plugging very small ZIP chips into an A3000 (an operation requiring a subtle blend of brute strength and gentleness) 32-bit SIMMs are roughly twice as expensive as their ZIP equivalents. The price will fall, but starting from a high position this might take time. Megabyte for megabyte, ZIPS are cheaper.

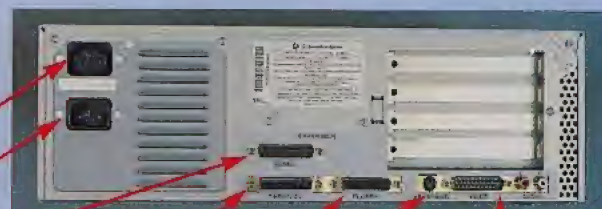
Kickstart 3 has been burnt into 32-bit ROM chips, bypassing the need to copy it to 32-bit memory to gain more speed. The combination of hard drive, 32-bit architecture and a 68040 in charge means you can be up and running within seconds of switching on. It makes the machine a giddingly fast booter.

However, it could have been even faster. The in-built hard drive is a Seagate IDE type, much the same type as found in most IBM PC clones. It's cheap and, to be honest, a bit slow, especially when saving files. The connectors to fit a second IDE drive on top of the first are included, but no more hard drives can be fitted without an extra controller.

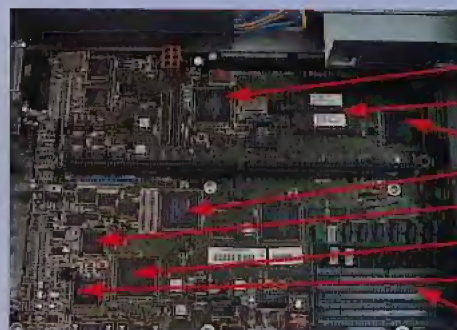
To many people's ears the worst feature is that the sound is no better than that of any other Amiga. The 8364 Paula chip, while a

VIEW FROM THE REAR

Power out (to monitor)
Power in
Serial Port

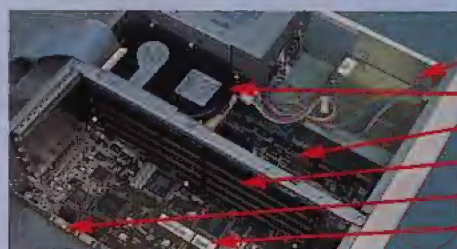


Parallel Port
External Floppy Drives
Keyboard Connector
Video Connector



THE HARDWARE

Super Gary (Hard Drive & General I/O)
Kickstart ROMs
Super Ramsey (Ram Controller)
Lisa (AA chipset Denise)
Super Amber (Flicker Fixer)
Alice (AA chipset Agnus)
Paula (Same as ever)
32-bit SIMM RAM



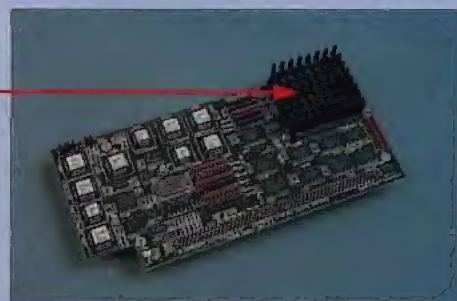
A QUICK PEEK INSIDE...

Floppy Disk Drive
IDE Hard Drive
Processor Board
Zorro III Expansion slots
Mouse and Joystick Ports
Main Circuit Board

THE BEST CPU IN THE WORLD

The actual 68040 is hidden beneath a massive heat-sink

This is the really stunning bit of the A4000. The processor has its own separate board - so if you want an even faster machine in years to come, you will be able to change just this board for performance that's outrageously good by today's standards.



different shape to previous versions, is exactly the same in terms of specifications. Does it make sense to keep using the same sound chip for seven years or more? The 8364 in the A4000 is surface mounted and cannot be upgraded by you if a replacement comes along.

That's a whistle stop tour of the machine. As you may have twigged by now, the A4000 is not all dream machine. In many areas (such as the processor, chip set and memory) it is the best technology you can buy for the price, but the sluggish hard drive, lack of connectors and second-class (by Atari Falcon standards) sound may deter people from getting too interested.

Still with me? Good. Commodore had four conflicting interests to resolve in the A4000. It had to be very fast without being too expensive, and have better graphics without being too incompatible. The aforementioned Falcon is very incompatible with ST software and the culprit appears to be the better sound chip.

In terms of compatibility, the chip-set designers and Kickstart programmers got together and put in a very nice feature indeed. If you hold down both mousebuttons, you can

not only choose which drive you want to boot from - or disable others to save on memory - you can also choose whether you want the original chipset, the ECS chipset (found on the Plus and A600) or the best available which, on an A4000, means the double-A chipset.

Commodore reckon about 60 per cent of current Amiga software is compatible. My own opinion is that this is about right, if public domain and older games are kept out of the equation that is. Stuff that hits the metal hard, is compatible with ECS and doesn't mind a 68EC040 seems to work fine. *Links* updates in a couple of seconds; *Formula One Grand Prix* updates in real time; and *ProFlight* (the only flight sim tested that worked - failures included *Birds of Prey* and *MiG-29M*) is a very smooth, snappy flight sim.

Few people are going to buy the A4000 just to play games on it though. In terms of non-games that work with the machine, business and creative software is by far the most compatible, with business being the best overall. The reason for this is a little bit involved but goes like this... A lot of software that

Continued overleaf

doesn't use libraries to find out which processor is running will have a problem. Quite a lot of programs go 'wow! A 68040! Great, I'll hit the floating point unit [FPU] that's built into all 68040s'. The program will fail because the new EC version – the 'economy' version – does not have a FPU.

You can make the A4000 more compatible by fitting a true 68040, with all the bells and whistles. You don't believe me? Then why does the user's guide tell you how to do it? Anyway, 60 per cent compatibility with current commercial software and maybe 80 per cent with a true 68040 is pretty good.

More remains to be done though. For a start, a HAM8/256-colour paint package is needed – *Deluxe Paint V?* Maybe. The graphics on these pages were processed using *Art Department Professional 2*, which supports HAM8 and works well on an A4000.

The Amiga market isn't a vacuum outside of the computer industry. Apple have been busy slashing the price of the Macintosh, and the PC contemptible sellers keep dropping prices. £3,000 for an A3000 two years ago was silly – the machine, while good, was just too pricey to make a serious impression.

Perhaps £2,000 for an A4000 is equally as silly. I don't see that Commodore have that much of a margin on the A4000, especially in the United States where it is much cheaper than the UK, but with a tougher battle ahead of

it. Amiga sales over the pond have been steadily eroded over the past few years. I think the reputation of 'the most powerful computer' will help Commodore regain lost ground.

The A4000 is not an everyman's machine. If most people upgraded to them, chances are they would be annoyed to find that most of their software collection didn't work, while finding little at present that uses the extra features. However, the A4000 is a huge lure to technophile high-end users.

If you're interested in 3D modelling, high-end design (especially CAD) or any application that makes use of graphics that outshoot most monitors, then this is a machine as sexy as they come. If you want the best in computing power too, then the A4000 is the only game in town. With it, desktop publishing is made a serious outlet, and video is raised to the point that more expensive workstation systems will suffer.

So is it worth running out and buying an A4000? If you are in need of a really fast machine to munch its way through maths-intensive tasks, then yes, it is the business. If you want to use a lot of current software, it may be better to wait for double-A-compatible software and soldier on with an A3000 or older Amiga with an accelerator. The A4000 is a hard-hitting machine with a long lifespan – buy one now and you can keep expanding it until the turn of the the century.

RIGHT: Proflight – the only simulator tested that worked perfectly with the AA chipset. Hisoft obviously code legally, other software houses will have to.

BELOW RIGHT: F1-GP is the best sim on the Amiga. The update is so fast that you can react much more smoothly to the bends and chicanes.

BELOW: Performance is 38 times faster than an A500, 138 times as fast as a bog standard PC XT. 17 million instructions per second is a speed few machines can offer at the price.



SYSINFO V2.72 An Amiga System Information Program written in Assembler
Nik Hilton Software 1386 South St Toowoomba Qld 4358 Australia

SYSTEM SOFTWARE MODULE LOCATIONS & VERSIONS				MEMORY AVAILABLE	
KICKSTART	VERSION	(512K)	(68040/68040) V39.106	TOTAL FREE CHIP	2024912
WORKBENCH	LIBRARY	32011RAM	(587C3758) V39.29	FREE 16 BIT FAST	0
EXEC	LIBRARY	32011RAM	(587C807EC) V39.47	FREE 32 BIT FAST	3987826
INTUITION	LIBRARY	32011RAM	(587C80714) V39.2804	TOTAL FREE MEM	5932738
GRAPHICS	LIBRARY	32011RAM	(587C839CC) V39.89	TOTAL MEMORY	6287368
DOCS	LIBRARY	32011RAM	(587C806CC) V39.23	RAM SPEED vs CHIP	487%
68040	LIBRARY	32011RAM	(587C28294) V37.18	HARDWARE CLOCK	FOUND
SPEED COMPARISONS				INTERIOR HARDWARE NOTES	
A500	STANDARD	38.16		AGNOSTICS 2 NEG COPYBACK OFF	
B2000	EXTRA RAM	29.88		DENISE STD 8362	MS CACHE ON
B2000	GVP A3000	3.58		DISPLAY PAL	MS BURST ON
A2500	A2570	18.16		CPU 68040	DAL CACHE ON
A3000	25MHZ	4.41		FPU 68040+68082	DAL BURST ON
A3000	PPAS 68040	1.04		MU 68040	
IBM	PC/XT 124.00			VGA 587C23344	GARY NEW/0
CPU	MIPS	17.66		MHZ 25.88	DMAC TYPE/0
FPU	MFLOPS	4.54			
CHIPRAM vs A3000		1.00			
DRIVES AVAILABLE				CIA (A) ACCURACY Passed	
FLOPPY DRIVES	1			ERROR IN TICKS/SEC	
HARD PARTITIONS	2			COMMENT ROTGROLLIN'	
RAM DRIVES	0				
OTHER DRIVES	0				
				SELECT A DRIVE	
				QUIT	MEMORY
				BURST	DRIVES
				SPEED	PRINT

THAT DOUBLE-A CHIPSET IN FULL

What can this miraculous new set of Agnus and Denise (sorry, they're called Alice and Lisa) chips produce in the way of graphical marvels? Much depends on the architecture of the machine, but in

the case of the A4000, you've got everything. However, not all new Amigas are going to have the lightning-fast Page Mode RAM chips.

Take a look at the pictures: Lisa and Alice can

display all the old resolutions. In addition, higher resolutions can have more colours – it would be dangerous to say that all resolutions give all colours, but that's it in a nutshell. Rather than being limited to six bitplanes (64 colours) you can now have 128 or 256 colours on a screen – or, for still graphic screens, 262,208 colours that you get from HAM8. Extra half brite mode is usually unnecessary because you can have 64 unrelated colours of any hue or intensity on-screen at once.

The ECS super hi-res mode, for instance, gives you 1,280 pixels across the screen. You can have 256 or 512 pixels vertically. Full overscan is supported. You want colours? You got 'em. The ECS productivity mode has been renamed as AGA, although really it takes its name from the PC VGA standard. This enables you to run interlace graphics without using interlace – so you can have 640x512 resolutions, again with any of the new colour modes. Maximum resolution is about 800x1,024, although the edges are missing on most monitors.

On top of this, you can use hardware scrolling at maximum resolution (quarter-pixel super-smooth scrolling), sprites always have 16 colours and they can cover the whole screen. Also, the copper arrangements have been totally changed, but there's nothing in the documentation about it. I guess that the copper can access on pixel boundaries, as opposed to the old system of four- or eight-pixel boundary copper timing.

The real difference on the A4000, though, is that the custom chips can read and write four times as much data at one time than can those of the original Amigas, and twice as fast as an A3000. So its graphics handling is the fastest on any Amiga, whether it's filling polygons or cookie-cutting blitter objects. Without the double-A chip set, the A4000 would be a whizzo computer slapped on overpriced, old technology. With it, the cutting edge of the Amiga is keener than ever.



This is a test image, a 24-bit picture with up to 16 million colours and shades. Image size is 1200x512.



Here we have that same picture displayed in HAM8 mode. The A4000 can easily display this image.



Smaller machines may be more limited. This picture is now 640 X 1024, with 256 colours.



For comparison, this is the best that ECS and older Amigas can handle. The resolution is now 320x512.

Treat your Amiga to a new keyboard.

Your Amiga has been a great games partner. You've experienced Flight simulators, arcade actions and role playing adventures.

But now you're looking for something more than just another game.

That's why you'll

be interested in The Miracle. A complete keyboard/



Learning goes from basic through to advanced. The full course takes over a year.

software combination that teaches you how to play the piano.

Start with simple lessons. Advance up to performance standard. You're learning quickly... because The Miracle listens to every note you play and gives you personalised lessons.

Within weeks you'll be reading music... and playing better than you ever thought possible.



The Miracle keyboard gives professional quality stereo sound, either through its own speakers or the hifi. Record your own hits in The Miracle's unique 8 track studio. Take the keyboard round to a friend's house - it will work on its own or through your Amiga.



Record, overlay and mix your own creations in The Miracle's 8 track studio.

You thought it would take a Miracle to bring out the musician in you. Well... here it is.

Now available at selected Tandy stores, Argos Superstores, selected E & S retail stores and all Accredited Miracle Dealers.



THE
MIRACLE
PIANO TEACHING SYSTEM

"Play the piano in 3 weeks?
That would take a Miracle."

PROFESSIONAL KEYBOARD
49 full size keys.
Velocity sensitive.
128 digital sounds.
MIDI interface.
Stereo speakers.
16 notes at once.

SOFTWARE
250 lessons.
Practice room.
Orchestra, Jazz
and Rock & Roll
backing.
8 track studio.
Arcade style lessons.
Advanced lessons.
Personal tuition.
Full manuals.

ACCESSORIES INCLUDED
Cables.
Earphones.
Footpedal.
Manuals.

COMPLETE MIRACLE SYSTEM
is ready to install in
under 5 minutes and costs

ONLY £299 inc VAT



Mindscape International Ltd, Priority House, Charles Avenue, Burgess Hill,
West Sussex, RH15 9PQ Tel: 0444 872234 Fax: 0444 248996

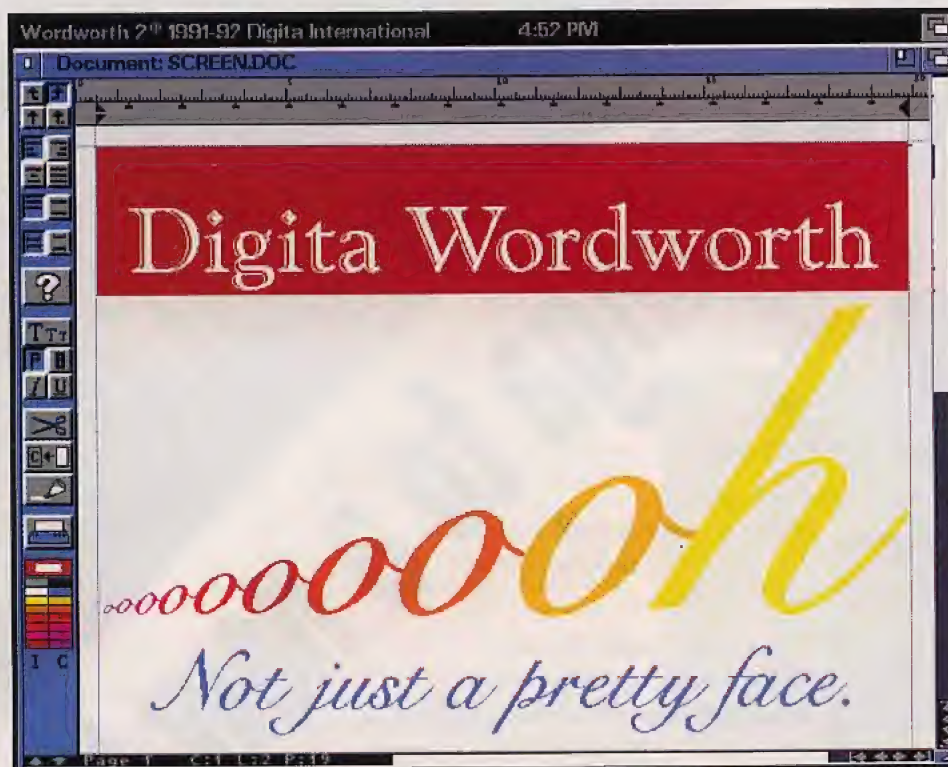
93% 'AMIGA FORMAT' 'IT'S AN EXCELLENT SYSTEM... GREAT VALUE.'

CUT OUT THIS COUPON AND POST IT IN AN ENVELOPE TO: FREEDOM, MIRACLE SALES DEPT., MINDSCAPE INTERNATIONAL LTD, PRIORITY HOUSE, CHARLES AVENUE, BURGESS HILL, WEST SUSSEX, RH15 9PQ

YES. TELL ME MORE ABOUT THE MIRACLE.

NAME _____ ADDRESS _____ POSTCODE _____ TELEPHONE _____

Actual screen. Not simulated.



If you want to take a closer look at the new Wordworth
call 0395 270273, or write to
Digita, FREEPOST, Exmouth EX8 2YZ ENGLAND

Actually, you're looking at the new Digita® Wordworth® version 2.

It's the revolutionary Intellifont® technology which produces on-screen fonts at sizes from 3 to 800 points!

Wordworth comes with 17 genuine Agfa® Compugraphic fonts, which are just about the best quality around.

Best of all, Wordworth prints silky smooth fonts at the highest possible resolution of your printer.

Which means, in human terms, unbeatable print quality. Just click the icon on the tool bar and in seconds you'll be printing jagged-free letters and graphics.

But, there's more to new Digita Wordworth than just pretty fonts...

New features include • columns • tool bar • indexing • table of contents • endnotes • improved mailmerge and file support • bookmarks • text sorting

- improved search and replace • hotlinks. In fact, there's over 100 new features and improvements.

So, if you want to print the sharpest possible letters around, trade up now from any Amiga word processor for just £59. But hurry, this is for a limited period only.

Digita Wordworth, what you see is what you get—the power to present.



Digita International Limited Black Horse House Exmouth EX8 1JL England Telephone 0395 270273 Facsimile 0395 268893

— A member of the Digita group —
Digita, the Digita logo, and Wordworth are registered trademarks of Digita Holdings Ltd. Scalable type outlines are licensed from Agfa Division of Miles Inc. Agfa is a registered trademark of Agfa-Gevaert, AG. Intellifont is a registered trademark of Miles Inc. Digita Holdings Ltd acknowledges that all registered and other trademarks used in the text of this advert are the properties of their respective companies. Whilst every care has been taken to ensure that the information provided in this advert is accurate, Digita Holdings Ltd cannot be held liable for any errors or omissions that may have occurred. Sold subject to standard conditions of sale. E and OE.

SOME MONTHS AGO, Commodore were expected to release Workbench 2.1. This was going to feature the CrossDOS PC file transfer utility from Consultron, as well as some cute extra features. The arrival of Workbench 3 seems to indicate that 2.1 was too small an increase for what is a big overhaul to some of the basic Workbench mechanics.

Good features, like the in-built support for scalable Agfa Compugraphic fonts, the quite excellent Preferences, and the ARexx programming language are all still there. CrossDOS has been thrown in for some extra file compatibility, but there are a number of important new standards.

Multitasking utilities which are designed to work alongside applications are now called Commodities. Supplied ones include AutoPoint (the program that selects windows just by pointing – you don't have to click), a really excellent screen blanker to save wear and tear on your monitor, and CrossDOS itself. You can also define strings for function keys by using FKey, and the Commodities drawer is the ideal place to keep your anti-virus programs too.

The Prepcard utility for preparing PCMCIA cards is included, although the A4000 doesn't actually have a card slot. The rest of the Tools drawer would be easy enough for a Workbench 2 buff to work around. The Utilities drawer is rather empty, containing only the Clock program, the More text viewer and a spiffing program called Multiview.

Multiview enables you to view IFFs. It's supposed to do animations too, but the review version's data type file for animations is missing. Ho hum. You can display pictures on Workbench if they use 256 colours or less, but if they are HAM pictures then they open on their own screen. You can also cut brushes out of pictures with MultiView and print them out, which saves loading a paint program when you want to check a picture.

The real differences in Workbench are a bit deeper. Because the double-A chipset has 256 levels of red, green and blue per colour, rather than the old 16 levels of RGB per colour – colour handling and selection obviously had to be radically changed. Workbench 3 uses a 'colourwheel' solution to help you change colours, and this function is available for programmers to use too, in the Gadgets drawer.

In my opinion, the best new feature that only Workbench 3 has is Locale. The basic idea goes like this: on the Locale disk is a selection of languages that WB3 supports, most of them European. You choose a few preferred languages – in this country, English makes sense.

Here's the clever bit. New WB3 programs will check the Locale information for which language you have selected. Then it displays and inputs in that language. This is going to make the A4000 and most WB3 machines hot sellers on the continent, when enough programs are around that make use of this feature.

Up to now, Amiga owners have needed at least a smattering of English just to get by (because that's what most software uses). Now the language barrier is down... Well, what would you rather buy, a 'foreign' computer or

one you could understand immediately?

With Preferences being adapted to use the double-A chipset, a whole new range of graphics modes becomes available. WB3 can now use the following range of monitors: normal NTSC and PAL (like the Philips CM8833 or Commodore's own 1085), multiscans (like the CBM 1960), VGA and SVGA (PC types – loads of choice here), as well as very new types like Euro72, DBLNTSC and DBLPAL (high-definition types). To be honest, if you want to see the very highest super hi-res mode, I would recommend a multiscan, multisync with a high dot pitch or an SVGA type.

Actually setting up WB3 to use any of these is a doddle. Just find the relevant monitor settings in the monitors drawer on the Storage disk, drag it into the Presets drawer in Preferences and select it with Screen Mode (very similar to the Workbench 2 variant).

Workbench 3

It actually takes less time to do it than it takes to read about it.

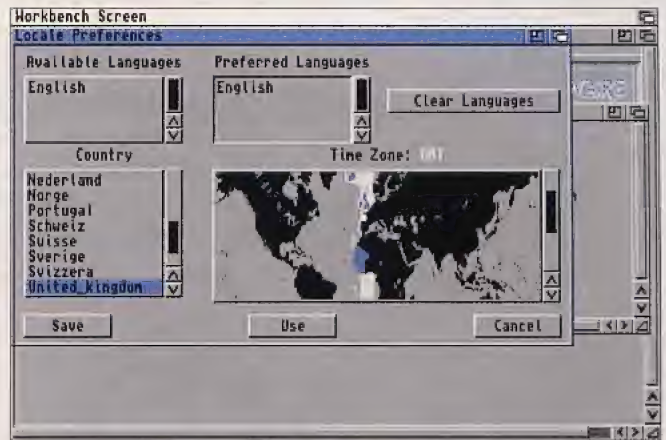
You can also customise WB3's look and feel much more so than previous versions. As well as changing the fonts for the menus at the top and the text used to display icon names, you can have an IFF picture as a backdrop, both for the Workbench area and also for opened drawers. Although you cannot edit the menus themselves with the supplied programs, this is possible with the right shareware utility.

One very strange feature is that you can choose a screen which is bigger than the physical size of your monitor. To move around it, you just move the mouse to the edge of the screen and it autoscrolls to the next bit. This seems a bit silly, but really it's very good for the partially sighted, who need the biggest, highest-contrast text possible.

Some people will moan about WB3 being too much like WB2 – after all, WB2 was a vast improvement over WB1.3, so why isn't WB3 totally different? Commodore have seen fit to stick with the basic framework of WB2 and add lots of frills to make it more flexible and of more use to the 'minorities'.

Personally I really, really like WB3. It's more attractive than the rather mechanical WB2. You can customise much more and it uses the new graphics modes to the full. Some little bits worthy of a mention: a sampled 'error' sound for when the machine alerts you; a psychedelic screen blanker; and the Keys program for examining your current keymap – very handy for when you know a character exists but you don't quite know where it is on the keyboard.

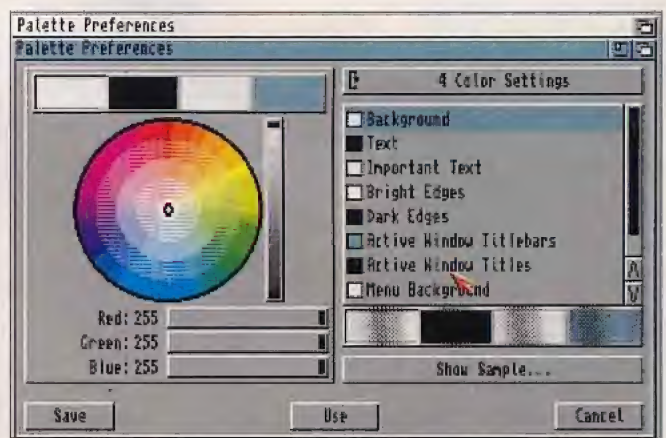
WB3 is not perfect, but it is the closest to perfection that Commodore have ever managed to get Workbench. It's more flexible than before, much easier to set up and more powerful than previous versions. For WB2 owners it's a lot of nice little changes, while for the WB1.3 users it's really quite astonishing. Top marks for effort.



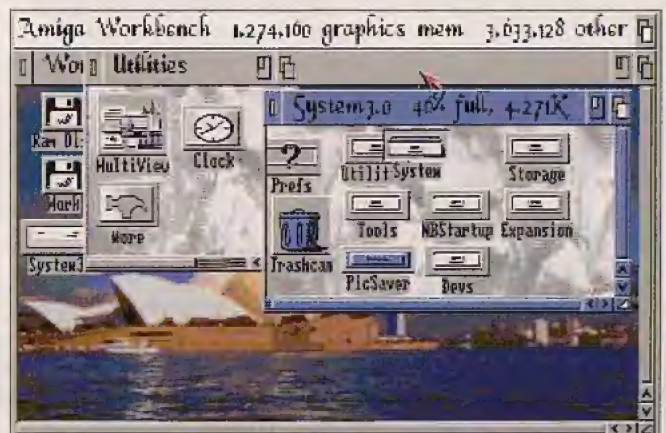
The Locale tool is a damned clever idea. You simply select the language you want your system to use, and software automatically uses that language. A feature for future programs. The map of the world, by the way, is for finding out which time zone a given place is. It's useful for the system keeping track of the real-time clock.

Is Workbench 3 the best version yet?

Pat McDonald spills the beans.



Here's the sharp end of the new features – the colour wheel for palette and colour settings. Notice that each of the red, green and blue values can have 256 different levels, giving each colour one of 16 million different hues.



Workbench 3 gives you the tools to have the most customised, individual interfaces for computers ever. This is but one of myriad of possibilities, and you don't need a big IQ to perform these changes.

Award winning innovative products from

Scanners

"If your in the market for a hand scanner then forget the rest and get Powerscan"

Amiga Format July 1992

Power Scanner v3.0



- 100-400 DPI scanning resolutions
- 64 greyscales
- Thru'port for printer
- Award winning editing, image manipulation & scanning software

Power Scanner v3.0£99
Power Scanner Colour£239

Epson GT-6000



- 600 DPI Colour flatbed scanner
- 24-bit colour
- A4 reading area
- Software included

Epson GT-6000£799

Epson GT-8000

- 800 DPI colour flatbed scanner
- 24-bit colour
- A4 reading area
- Software included
- Amazing scan quality

Epson GT-8000£1199

Upgrade Offers

If you consider your scanner system to be inferior to the Power Scanner, we will happily upgrade your software and interface. (Power Scanner is compatible with most scanning heads)

v3.0 Upgrade (inc. interface).....£49.95
v3.0 Software upgrade for PowerScanner users (send SAE)£15

The Amiga can only display 16 greyscales

Distributor for Power Computing in Italy, D.R.R. SRL 00142, Roma, Via Duccio Di Buoninsegna Tel (06) 5193481/482 Fax 5040666
Power Computing, France, 15 Bld Voltaire 75011, Paris, France. Tel (1) 43386206 (6 lines) Fax (1) 43380028

Floppy Drives

"This drive contains more gadgets than Batman's utility belt"

Amiga Computing Feb 1992

PC880B Power Drive



- Award winning drive manufactured by Power Computing
- Super slim design
- Anti-click (Cures that annoying click)
- Virus blocker (Prevents viruses)
- Built-in backup hardware

PC880B with Blitz Amiga£60
PC880B with Blitz & XCopy£75
PC880B (Cyclone compatible)*£65
PC880B in black case£65

*This drive is only available to registered owners of XCopy Professional. You must provide proof of purchase of XCopy Professional

Power Drives

PC880E Economy drive£49.95
PC881 A500 Internal drive£40.00
PC882 A2000 Internal drive£45.00

Dual Drive

- Two high quality disk drives built into one compact unit
- Same features as PC880B

Dual drive£125

Blitz Amiga

- Backup disks at lightning speeds
- Stops all external drives from clicking
- Contains anti-virus from being written into the bootblocker

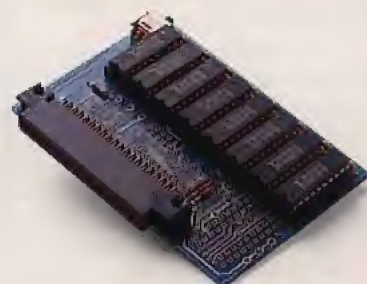
Blitz Amiga£20

Floptical Disk Drive

- Stores 20MB on one 3 1/2" disk
- Cost effective mass storage unit
- Can be used as a 1.44MB floppy with Amiga DOS and AMAX
- AMAX compatible with DMI Mac driver
- Packs an entire back-up onto one floppy
- Additional disks available
- Internal version for A1500/2000/3000
- External version for A500
- SCSI Interface required
- Internal A2000 kit£289
- Internal A3000 kit£289
- External A500 kit£389

RAM Expansions

A600 Memory Cards



1MB RAM with clock£39.95
1MB RAM without clock£34.95

PC501+ RAM Card

Our RAM board is designed especially for the A500+ computer and comes with 1MB of RAM on board to expand your memory to 2MB of chip RAM. Plug-in and go operation (Fits into the trapdoor)

PC501+ RAM card£35.95

8MB for any A500

- Plugs into side slot, fully auto config, full thru'port. Expand 2MB-8MB

2MB £109 4MB £169 8MB £289
1 x 4ZIP chips£14.95

2MB for any A500

- Economy 2MB RAM externally cased
- 16-chip (1 x 1 DIP)
- No thru'port

2MB RAM£79

1.5MB RAM Board

- Fully supports 1MB of chip RAM
- Fully compatible with Fatter Agnus (Kickstart 1.3 and above, not compatible with A500+)
- (Your Amiga needs to be opened, this may effect your warranty)

1.5MB RAM board£75

1MB with Thru'port

- Expand your A500's memory up to a total of 2MB without disposing of your existing 512K upgrade
- Works with 1MB of Chip RAM (512K RAM must be 4 chip type or not exceeding 9cm in length)
- (Your Amiga needs to be opened, this may effect your Warranty)

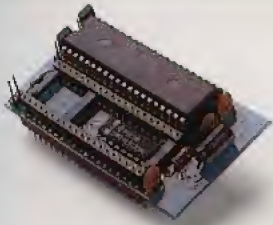
1MB with thru'port£45

A500 RAM Card

- 512K RAM expansion with clock & free software (A500+ compatible)

512K RAM (4 chip)£29
512K RAM without clock£24
512K RAM (16 chip) with clock£24
512K RAM (16 chip) without clock£19

Auto ROM Sharer



- Kick-off is the latest Amiga add-on from Power
- One of the most advanced kickstart ROM sharers available
- A clever design on a small reliable board
- Fits A500, A500+, A1500
- Kickstart ROM can be selected from the keyboard
- No messing about with switches
- No "CIA adaptor" or other trailing wires
- Jumper to select which ROM boots on switches
- Compatible with old Amiga board revisions
- Simple internal fitting*

* Kick-off requires the lid to be removed from the Amiga. This may invalidate your warranty.

ROM Share	£17.95
ROM Share inc. kickstart v2.04	£55
ROM Share inc. kickstart v1.3	£39
ROM Share for A600	£29

Kickstart v2.04

2.04 Kickstart (chip only)	£39.95
2.04 Kickstart ROM, workbench software, install disk 2.04, font disk & extras	£79.95
2.04 kit with ROM sharer	£99

Video Backup System

- Use VCR as a backup storage device
- Blank video tape is all that is required
- 200 Amiga floppy disks will fit on a 4 hour tape
- Can be used for hard disk backup
- There is room for 175MB of data
- Backup an Amiga diskette in 1 minute
- Restore even to an unformatted disk
- Hard disk backup, software allows you to specify which files and directories to be stored
- Low cost storage, 2 pence per MB
- Menu driven software
- Allows you to watch TV on a 1084s monitor
- Very high reliability
- Log files, contain title and counter position of every backup
- Video connection check, ensures fool proof operation
- Effective error-correction scheme
- Easy to understand manual

Video Backup System£59.95

A500 Hard Drives

GVP A530 Turbo HD



- 40MHz 68030EC accelerator
- Optional 68882 maths co-processor
- Up to 8MB 32-bit FASTRAM on-board
- Award winning

42QMB HD 0MB RAM	£549
80QMB HD 0MB RAM	£649
240MB HD 0MB RAM	£1054
68882 Upgrade kit	£224

GVP Series 2 HD

- Up to 8MB FASTRAM on board

52QMB 0MB	£329	80QMB 0MB	£399
52QMB 2MB	£379	80QMB 2MB	£449
52QMB 4MB	£440	80QMB 4MB	£499
52QMB 8MB	£509	80QMB 8MB	£549

ICD Novia Internal HD

- Fits inside your Amiga 500
- Comes complete, just plug-in and go

Novia 40I 40MB HD	£279
Novia 80I 80MB HD	£349

ICD Flicker Fixer

Flicker Free Video 2

- Stop that annoying flicker
- Fits internally in the A500
- Multi-sync monitor required

Flicker Free Video 2	£199
NEC 4FG Multi-sync monitor	£549

Chips

4MB x 8SIMM	£90
1MB x 8SIMM	£25
256K x 4DRAM	£4.00
1MB x 1DRAM	£3.95
1 x 4 ZIP	£14.95
1 x 4 DIP	£19.95
A3000 Static column RAM	£19.95
SIMM 32 x 1MB-60	£65
SIM 32 x 4MB-60	£243
(These chips cover most memory & hard drives i.e. GVP, Supra, Commodore)	

Commodore A600

- The new compact Amiga 600
- Built-in TV modulator
- Workbench & kickstart 2
- Enhanced chip set
- 1MB of RAM
- IDE Hard disk controller built-in
- Credit card size ROM & RAM slot

A600 with 2MB	£339
A600 with 20MB inc. 2MB	£399
A600 with 40MB inc. 2MB	£459
A600 with 80MB inc. 2MB	£559

See memory section for latest A600 RAM cards

A600 Internal HD

IBM 40MB Internal HD	£199
IBM 80MB Internal HD	£269

Commodore CDTV



- CDTV player
 - Welcome disk + caddy
 - Keyboard
 - Floppy disk drive (black)
 - Wired mouse
 - Workbench 1.3 and manuals
 - Infrared remote control
- | | |
|----------------------------------|------|
| CDTV multi-media pack | £599 |
| A570 CD-ROM drive for A500 | £349 |

CDTV Software

A Bun for Barney	£29.99
Barney Bear goes camping	£29.99
Battlechess	£39.99
Case of the Cautious Condor	£34.99
CD Remix v2	£34.99
Fred Fish CDPD Collection	£19.95
Fun School 3 (under 5's)	£24.99
Fun School (5-7yrs)	£24.99
Fun School (Over 7yrs)	£24.99
Guinness CDTV Disc of Records	£34.99
Illustrated Holy Bible	£29.99
Music Maker	£34.99
NASA Heroic Age of Space	£19.99
Power Pinball	£29.99
Sim City	£29.99
Trivial Pursuit	£49.99
World Vista Atlas	£54.99
Xenon 2 Megablast	£29.99
More titles available	

POWER

Award Winning Manufacture

Power products come with full technical support

"The Power Mouse is my pick of the month" CU Amiga

PC880B "Well worth spending your hard earned pennies on, an excellent buy" Amiga Computing

Dual Drive "Now this is a bit special" Amiga Computing

Power Scanner Amiga Shopper Best Buy

Power Scanner Amiga Format Gold

"Power Scan is quite simply the best Amiga hand scanner available" Amiga Format

Credit Card Hotline

0234 843388
10 LINES

Fax 0234 840234
Technical 0234 841882

VAT included

48Hr delivery £2.50
24Hr delivery £4.50
Parcel post delivery £1 (UK mainland only)

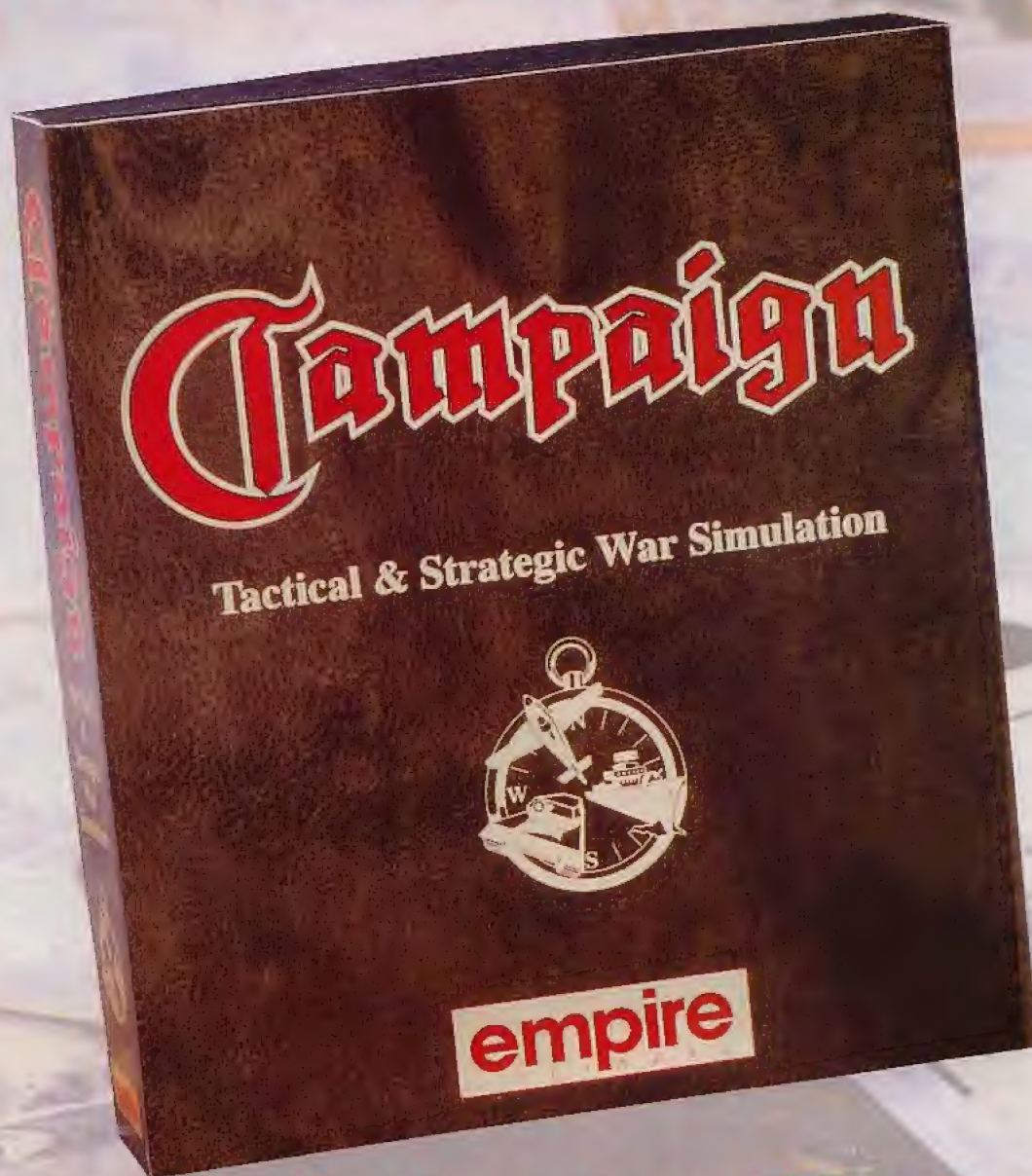
Power Computing Ltd
Unit 8 Railton Road
Woburn Road Ind. Estate
Kempston Bedford
MK42 7PN



Established 1985

Specifications & prices subject to change without notice
All trademarks acknowledged

THE MILITARY MASTERPIECE



The Campaign Concept Includes:-

Campaign Gaming System Software

Map Editor Software

Extensive User Guide and Gameplay Manual Incorporating Historical Background, Vehicle Factfinder and Campaign Maps

2 World War II Propaganda Posters

2 World War II Propaganda Postcards

D-Day Landings Battleplan Map

Authentic Wartime Newspaper Reprint

The Most Comprehensive Military Simulation of Warfare in World War II



The level of control is up to you, if you wish, you can let the computer handle the 'hands on' side of actual combat.

create new ones of your own. This option is available at any time allowing you to pause and enter the editor to modify the forces. You can even swap sides!

■ Control either Allied or Axis forces from the level of Field Marshal right down to tank driver.

- As Field Marshal coordinate strategy for all groups of tanks, convoys, aircraft, ships and production centres.

- As General, control the fighting of an individual battle with as many as 16 active tanks plus artillery and air support.

- As a Tank Driver/Gunner experience the battle in stunning 3D.

THE MOST SOPHISTICATED COMPUTER WARGAMING SYSTEM EVER DEvised FOR THE HOME COMPUTER, USING ACCURATE BACKGROUND INFORMATION FROM WW2 CAMPAIGNS AND INDIVIDUAL BATTLES. EXPERIENCE THE SHEER PRESSURE AND ANXIETY OF PLANNING THE WORLD'S MOST FAMOUS BATTLES.

■ Take full command of up to 3000 vehicles on over 20 historically accurate predefined maps ranging in size from 625 to 10 million square kilometres. Locations range from the Sahara and Russian Steppes to the Battle of the Bulge in the Ardennes and the D-Day landings.

■ The amazing Map-Editor allows you to modify the existing maps and

■ Over 150 vehicle types, each one displayed in Super Fast 3-D; Russian, American, German & British tanks, artillery, support vehicles, aircraft and ships. Campaign gives you full control over all aspects of combat including airstrikes and sea battles.

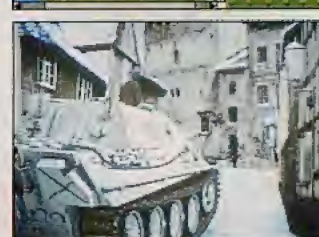
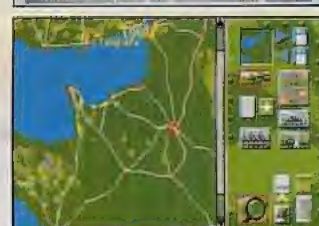
■ Your playing area covers up to a staggering 10 million square kilometres of detailed terrain featuring towns, villages, rivers and woodland.

■ Breath-taking graphics that are accurate in every detail, give a unique atmosphere of realism.

■ Over 100 Kilobytes of 3-D shape data used to create the vehicles.

■ Sound Blaster, Ad-Lib & Roland sound card compatible.

■ Available on IBM PC & Amiga



empire
SOFTWARE

Empire Software, 4/6 The Stannetts, Laindon North Trade Centre, Basildon, Essex. SS15 6DJ Telephone: 0268 541212

Programmed by Jonathan Griffiths



GAMES MASTER

THE GREATEST
SHOW ON TV...

...IS NOW ON PAPER!

NEW! Special launch issue! January 1993 ONLY £1.95

GAMES MASTER

The greatest show on TV is now a magazine!
Sega! Nintendo! Amiga! More!

50 PAGES OF HOT NEW RELEASES
See page 42

MEGA DRIVE
John Madden '93,
Lotus Turbo Challenge,
Road Rash 2

SUPER NES
Kick Off, Robocop 3,
Wing Commander

AMIGA
Elite 2, Nigel Mansell's
World Championship

JAMES POND 3
Amiga, SNES and Mega
Drive - first pictures
inside!

WIN
A £2,000 GAMES STATION
See page 40

20 PAGES OF TIPS FROM THE MASTER!

DESERT STRIKE
Exclusive SNES review inside!

PLUS ALL THE LATEST NEWS ON NEO GEO, PC ENGINE, MEGA CD, GAME BOY, GAME GEAR AND LYNX!

future
Your guarantee of value

CHANNEL FOUR TELEVISION

9 770967 985009

Inside the first issue you'll find an ENORMOUS and thoroughly splendid double-sided *Desert Strike* poster-calendar. Guaranteed to make even the grimmest bedroom/office/doctor's waiting room a more exciting and informative place to be, it boasts not one but TWO excellent pieces of chopper-related artwork for your edification (or something).

Along with all the news, reviews, previews, celebrity challenges, giant competitions and a particularly diabolical quiz, each issue will sport a truly awesome tips section hosted by the oracle of all gaming knowledge, the GamesMaster himself.



Maximum information with minimum fuss. Each month, the newest games for all the major formats will be reviewed by our merciless team, including a host of guest reviewers from the show. More grab-maps, more beginner's tips and more facts.



And there's also a 100-page tips book with codes, cheats and hints for more than 250 red-hot games! Use of this handy volume will transform even the most inept gamer into a victorious software gladiator! It's not called The Winner's Handbook for nothing.

GamesMaster Magazine is an all-new games guide from Future Publishing. We've teamed up with the people behind the GamesMaster TV show to produce the smartest, liveliest and most informative reading experience ever! If you like the TV show, you'll love the mag, because each issue will give you a month's worth of concentrated GamesMaster excitement! Every month we'll bring you exclusive info from Japan and America as well as the UK. We'll be reporting on both official and grey import releases, and giving a full release schedule for the whole of 1993. GamesMaster: soon you'll be able to hold it in your hand...

FIRST ISSUE IS ON SALE THURSDAY 3RD DECEMBER



Your guarantee of value

GAMESMASTER



the latest AMIGA technology

acknowledged experts

STOP PRESS

AMIGA A500+ PACKS
AVAILABLE IN LIMITED
QUANTITIES
Phone us for details

AMIGA FLOPPY

DISK DRIVE VERSION

Available as either...

Pack with **Deluxe Paint III**
and a **MYSTERY** game

But only whilst stocks last

at just... **£269.95**

AMIGA FLOPPY

DISK DRIVE VERSION

WITH A NEW...

WICKED SOFTWARE

PUSHOVER

SILLY PUTTY

PROSE GRAND PRIX

DELUXE PAINT III

at only... **£319.95**

AMIGA 20 HARD

HARD DRIVE VERSION

WITH A NEW...

EPIC SOFTWARE

EPIC MYTH ROME

DELUXE PAINT III

TRIVIAL PURSUIT

TRIPLE LANGUAGE VERSION (French, German, English)

MULTI LANGUAGE

DICTIONARY

AMIGATEXT WORD

PROCESSOR

If you want a
DIFFERENT SIZE
hard drive simply
ask for the price!
at only... **£459.95**

STOP PRESS...STOP PRESS...

NEW AMIGA 1200 ANNOUNCED BY COMMODORE!
Details are still to be confirmed, but when launched during
November the spec should include... 68020 CPU, 2Mb. RAM,
Latest 'AA' enhanced graphics chip set!!! etc.,
CALL US FOR UP TO THE MINUTE PRICING AND
INFORMATION ON THIS IMPORTANT NEW AMIGA



All Harwoods new A600's are United Kingdom specification and include the following
features... 1Mb. Disk Drive, 1Mb. RAM, 4096 Colours, Integral TV Modulator,
Mouse, Workbench Disks, Manuals, PLUS all Leads - AND...
FREE 1 YEARS 'IN HOME SERVICE'

...Harwoods...
EXCLUSIVE!



POWERPLAY

EHT GOLD

SPECIAL EDITION

ADD our great **POWERPLAY** PACK to
your order for only...

you get: A Superb High Quality
Microswitched Competition Pro
5000 Joystick • 10 Essential 3.5" Blank Disks • Disk Storage Box •
Tailored A600 Dust Cover and a High Quality
Mat to enhance accuracy & protect your mouse
PLUS THE NEW MEGA-RELEASE GAME...ZOO!
and a **FANTASTIC** selection of **TWENTY** more great games:
THESE TITLES ARE NOT PD BUT FULL PROFESSIONAL GAMES WHICH
ORIGINALLY SOLD FOR PRICES OF BETWEEN £20 TO £30!!!
Xenon 2 Megablast • Pinball Dreams • TV Sports Football •
Hostages • Jumping Jackson • Striker • Bubble Plus • TinTin on
the Moon • Bloodwych • Stir Crazy • Krypton Egg • Sky Chase •
Eliminator • Purple Saturn Day • Safari Guns • Lombard RAC
Rally • Captain Blood • Strike Force Harrier • Lancaster • Sky Fox II

AND... Transwrite - Word Processor for the Amiga

With ALL THIS you won't need to buy anything more for ages!

why not buy your Amiga A600 with
a **FULL 2Mb.** for just **£39.95 extra**

AMIGA 20 HARD

DRIVE AND 2Mb. RAM

harwoods **POWER-PRO**
EHT ULTIMATE
EHT ENTERTAINMENT
SYSTEM and
professional PACK

Amiga 600HD
with 20Mb Hard
Drive & 2Mb RAM

Philips CM8833/II*
Stereo Colour Monitor

and a new Swift 200+
Colour 24pin Printer

Including a complete set
of 3 tailored dust covers

*Replace the CM8833 with a
Philips Monitor TV for only
£39.95 extra.

†Prefer an alternative
printer? Simply pick
another one & pay
the difference
[see page 3]

AND...

NEW Final
Copy II...The
Best Amiga Word
Processor/Publisher

Superbase, database

Superplan, spreadsheet

Deluxe Paint III, Amiga

Text, Multi Language

Trivial Pursuit & Dictionary

(French, German, English),

Three Great Games.....

Epic, Myth and Rome.

Why not add our

Powerplay **Gold**

Pack to your

order!

£999.95

If you want a
DIFFERENT SIZE
hard drive simply
ask for the price!

0773 836781

*Finance Facilities Available,
please contact us for your personal information pack.

from the

0773 • 836781

If you want the POWER, then
look no further...

Harwoods have put together some great top of
the range Amigas that will fit the bill for even
the most demanding Amiga user.

We've taken the powerful A1500 and tuned it into something
extra special with a massive 120Mb. Hard Drive and 3Mb.
of RAM, but if that's not powerful enough just look at the
specification of our Amiga A3000 pack... and note the price.
WE'VE GOT THE POWER!

AMIGA 1500
TWIN FLOPPY DRIVES

THE LATEST
workbench
VERSION
2 OPERATING system

But more than an
ordinary 1500...

THE SPECIFICATION:

Fitted with a 120Mb.
GVP Hard Drive

Twin 3.5" Floppies

3Mb RAM INSTALLED

**PLUS SOME GREAT
SOFTWARE...**

• Toki • Elf • Puzznic •

• Home Accounts •

• Deluxe Paint III •

• The Works •

and the book
GET THE MOST
OUT OF YOUR
AMIGA 1992

£999⁹⁵
INC VAT

Phone for prices on
other spec. A1500's

AMIGA
THE CDTV PACK

MULTIMEDIA AT HOME

**THE NEW AMIGA
CDTV MULTIMEDIA
PACKAGE HAS THE LOT**

INCLUDING

CDTV Player, Keyboard, Infra-
Red Mouse, 3.5" Disk Drive,
Workbench Disks, Welcome CD,
and Remote Controller

ONLY £479⁹⁵
INC VAT

AMIGAS			
A500	1/2Mb	£29.95	A500+ 1Mb £39.95
	A600	1Mb	£44.95
All RAM expansions inc. Battery Backed Real Time Clock			
SIMMS FOR GVP'S			
HC8 & HD8 Drives add RAM in 2Mb. increments			
1Mb	Simms	£22.95	4Mb Simms £89.95
32-Bit SIMM for GVP Accelerators (min. 2Mb. increments)			
1Mb x 32Bit		£52.95	4Mb x 32Bit £152.95

AMIGA 3000
2Mb

Latest Workbench 2
25MHz. - 2Mb. RAM
52Mb. Hard Drive
3.5" Floppy Drive
Including...

FINAL COPY II
and AMIGA VISION

ONLY £1299⁹⁵
INC VAT

ONLY £1479⁹⁵
INC VAT

free on site maintenance

AMIGA 3000 MONITORS
14" COLOUR SVGA
CBM1935 £265⁹⁵
28" dot pitch
CBM1960 £429⁹⁵
Multiscan
28" dot pitch

cd ROM
DRIVE for A500+
use music cd's & CDTV
titles on your A500 Plus
Only... £329.95

AMIGA
ENTRY CDTV SYSTEM
MULTIMEDIA

CDTV player with Welcome
Disk, Remote Controller,
Hutchinsons Encyclopaedia
and the great game Lemmings

ONLY £379⁹⁵
INC VAT



philips
monitors monitor TV's
GOLD DISCOUNT

Add a CM 8833/II monitor or
a Monitor/TV when buying
your Amiga and pay the low
PHILIPS GOLD DISCOUNT
prices to save even more!

[*only when purchased with an Amiga*]

CM8833/II
£194.95*
MONITOR/TV
£229.95*

philips
monitors

14" stereo
COLOUR
with a
FREE
cable &
and dust
cover +
in-Home
Service

NOW with a
FREE game:
LOTUS TURBO challenge 2
£199.95

15" Monitor/Television

Pro' 2000 definition RGB colour Monitor/TV,
FASTEXT Teletext, Infra Red Remote,
Satellite and Video Connections, Headphone
Socket, 2000 Character Higher Res Tube

only...
£239⁹⁵
INC VAT

includes a FREE
cable to your
AMIGA

philips
DISPLAY

4watts MEGA SOUND

*Finance Facilities Available,
please contact us for your personal information pack.

GORDON HARWOOD
Computers



the extensive

range of

peripherals and software

EXPAND your system...

and get MORE from your AMIGA

If you've got an Amiga why not
get THE MOST from it....

because it's so easy to attach our add-ons and use some great software, you can quickly get to grips with anything. From Graphic Design, Desk Top Publishing, Video Mixing and Music Composition to many useful business programs such as Word Processors, Accounts, Spreadsheets, Databases etc. You can add advanced technology such as fast Hard Disk Drives for quick access to data, Genlocks & Video Digitisers to import and manipulate images, Sound Samplers to help you with your musical talents and Printers to enable output of your 'your creations'. With a whole lot more available, you too can...

EXPAND YOUR AMIGA - EASILY!

AMIGA PRINTERS

DOT MATRIX
INKJETS AND
LASERS

All our printers are supplied for immediate use including a cable, paper and labels **FREE OF CHARGE**. Dot matrix models come with a tailored dust cover. We also include our specific Amiga driver disks for Citizens, Stars and Canons. ALL Citizens have a 2Year Warranty. Please call for prices on any models not listed

9 PIN PRINTERS

STAR LC 20 MONO £134.95
NEW STAR LC 100 COLOUR £164.95
STAR LC 200 COLOUR £194.95
CITIZEN 120D+ MONO £124.95
CITIZEN SWIFT 9 COLOUR £179.95

24 PIN PRINTERS

STAR LC 24/200 COLOUR £269.95
XB 24/200 COLOUR £369.95
CITIZEN SWIFT 200 MONO £209.95
SWIFT 200 COLOUR £239.95
SWIFT 240 MONO £249.95
SWIFT 240 COLOUR £269.95

HIGH RESOLUTION PRINTERS

STAR SJ48 INKJET £209.95
CANON BJ10ex INKJET £224.95
CANON BJ20ex INKJET including automatic sheet feeder £319.95
HP DESKJET 500 MONO £369.95
HP DESKJET 500 COLOUR £559.95
HP PAINTJET COLOUR £679.95
STAR LASERS FROM... £749.95

GENUINE PRINTER ACCESSORIES CONSUMABLES AND UPGRADES

PRINTER	PRINTER TYPE	BLACK RIBBON	BLACK RIBBON 'SIX PACK'	COLOUR RIBBON	COLOUR RIBBON 'SIX PACK'
CITIZEN 120D+	BLACK ONLY	£4.75	£22.95	N/A	N/A
CITIZEN 124	BLACK ONLY	£4.75	£22.95	N/A	N/A
CITIZEN SWIFT 9	BLACK/COLOUR	£4.75	£22.95	£16.45	£94.95
SWIFT 24/24E/224	BLACK/COLOUR	£4.75	£22.95	£16.45	£94.95
STAR LC10/20/100	BLACK/COLOUR	£4.45	£23.95	£5.95	£34.95
STAR LC200	BLACK/COLOUR	£5.95 2X9	£32.95 2X9	£12.45 2X9CL	£64.95 2X9CL
STAR LC24/200	BLACK/COLOUR	£6.95 224	£39.95 224	£12.95 2X24CL	£69.95 2X24CL
STAR XB RANGE	BLACK/COLOUR	£8.95 224	£49.95 224	£14.95 2X24CL	£74.95 2X24CL
STAR SJ48 INK CARTRIDGE	BLACK ONLY	Also compatible with Apple Stylewriter and Canon BJ10ex Bubblejet			£15.95ea.

Hewlett Packard Original Consumables

DESKJET 500...
Black Ink Cartridge £21.95
[Double Life]
Colour Ink Cartridge [Std] £25.95
PAINTJET...
Black Ink Cartridge £22.95
Colour Ink Cartridge £24.95
Single Sheet Paper £20.95
Z-Fold Paper £18.95
Transparency Film: £52.95
[Pack of 50 Sheets]

Please phone for items not listed

Citizen Accessories:

80 Column 9/24 Pin £37.95
Printer Colour Kit [ALL models except the Citizen 124 model]
32K RAM Expansion £13.95
[24Pin Citizens except 200/240]
32K RAM Expansion £19.95
[Citizen 200/240]
128K RAM Expansion £32.95
[Citizen 200/240]

AUTOMATIC SHEET FEEDERS:

ALL Star & Citizen 80Column models
Only...£69.95
[please state model when ordering]

HARD DISK DRIVES

with 2yrs warranty
A500 and PLUS
Simply plug in to the Amiga sideport

HD8 Hard Drives

RAM	52Mb.	120Mb.
0Mb.	£339.95	£439.95
2Mb.	£379.95	£479.95
4Mb.	£419.95	£519.95
8Mb.	£499.95	£599.95

A530 Combined Hard Drive and 68030 Accelerator

RAM	52Mb.	120Mb.
1Mb.	£659.95	£759.95
2Mb.	£699.95	£799.95
4Mb.	£799.95	£899.95
8Mb.	£979.95	£1039.95

68882 Maths floating point unit for A530's £219.95

AMIGA internal 1500 2000 HARD DISK DRIVE

HC8 Hard Drives

RAM	52Mb.	120Mb.
0Mb.	£279.95	£409.95
2Mb.	£319.95	£449.95
4Mb.	£359.95	£489.95
8Mb.	£439.95	£569.95

AMIGA HARD DRIVES

20Mb. Only... £199.95
60Mb. Only... £299.95
80Mb. Only... £349.95
Prices include courier collection & return of your Amiga, installation & a full 12month Gold Warranty for both your drive and Amiga.

600HD Owners, trade up your 20Mb. Hard Drive! Phone for details.

CUMANA 3.5" floppy drive
with free disk head cleaner
-LONG CONNECTING-
CABLE - THROUGHPORT -
£54.95

0773 836781

*Finance Facilities Available,
please contact us for your personal information pack.

AMIGA

0773 836781

AMIGA software

Listed below is a sample from our vast range of software at competitive prices. If you need a product not listed simply phone us and we will be delighted to quote for your requirements.

word processors/publishing

Pen Pal V1.4	£79.95
Final Copy II V2.0	£99.95
Kindwords 3	£39.95
Wordworth V1.1	£109.95
Transwrite	£29.95
Prowrite 3.3	£79.95
Pagestream V2.2	£129.95
Professional PageV3.0	£129.95
Pagesetter II	£44.95
SoftClips Clip Art...	
Classic Clip Art	£29.95
People Clip Art	£29.95
Collectors Clip Art	£29.95
Animal Clip Art	£29.95
Electric Thesaurus	£29.95

integrated titles

Mini Office	£44.95
Gold Disk Office	£59.95

databases

Homebase	£19.95
Superbase 2 Personal	£29.95
Gallery Pictorial Slide Show/DB	£39.95

CAD & structured drawing

Intro CAD Plus	£79.95
X-CAD 3000	£269.95
Professional Draw 3	£89.95

video

Scala 500	£79.95
Scala Professional	£199.95
Broadcast Titler 2	£179.95
Pro Video Post	£169.95
Video Studio V3	£119.95

animation and graphics

Deluxe Paint 4	£64.95
Real 3D Professional Turbo	£249.95
Art Department Professional V2	£144.95
DCTV Composite Video	
24-Bit Graphics System (PAL)	£379.95
Imagine 2.0	£189.95

utilities & development

Disk Master V2	£44.95
Quarterback V5	£44.95
Quarterback Tools	£54.95
Dos-2-Dos	£29.95
Easy Amos	£24.95
Amos The Creator	£36.95
Amos Compiler	£23.95
Amos 3D	£25.95
New SAS Lattice C V6	£219.95
Devpac 3	£54.95
Directory Opus	£27.95

miscellaneous

GB Route Plus	£39.95
Professional Calc	£124.95

games & entertainment

Phone for access to our massive competitively priced range now!

AMIGA accessories

Digiview Media Station	£134.95
Colour Pic Plus	£679.95
Super Pic	£579.95
Rombo Vidi 12	£89.95
Amas 2 Sound Sampler & Midi Interface inc. Microphone	£79.95
Audio Engineer Plus Sound Sampler	£179.95
Technosound Turbo Sound Sampler	£29.95
Miracle keyboard music teaching system for the Amiga	£299.95
Music X (full version 1.1 whilst stocks last)	£19.95
Midi interface 5 port with two cables	£24.95
Super JAM	£84.95
Bars & Pipes Professional	£219.95
Stereo Speakers with a separate power supply	£39.95
Power Mono Hand Held Scanner	£98.95
Power Colour Hand Held Scanner	£239.95
Sharp JX 100 Colour Flatbed [A6 Paper size]	£549.95
ProGen - Perfect high quality entry level true video signal genlock	£64.95
Rocgen Plus	£119.95
Multi connection cable kit for all genlocks	£14.95
HQ Microswitched mouse	£13.95
HQ Microswitched mouse inc. Mouse Mat & Holder	£19.95
Naksha Microswitched mouse with Mat & Holder	£21.95
High Quality microswitched Optical mouse	£28.95
HQ Microswitched Trackball	£29.95
Superb Automatic Mouse and Joystick Switcher	£17.95

KCS Powerboard Plus 512K RAM (Please state A500 or plus when ordering - not A600 compatible)

Now supports most hard drives! supplied without DOS £184.95 supplied with DOS 4.01 £214.95 1500/2000/3000 adaptor £69.95 GVP 286 PC emulator card for A500 HD8/530 (no DOS). Simply plugs into your GVP drive £189.95

Premier Control Centre & Monitor Plinth with shelf:
For Amiga A500 £39.95
For Amiga A600 £34.95

Zipstick autofire £11.95
Competition Pro-Star autofire, burstfire & slow motion £13.95
Full range of Quickjoy and other makes stocked - call for prices

10 Sony 3.5" DS DD	£8.95
50 Sony 3.5" DS DD	£34.95
Certified Bulk Disks with labels:	
10 with library case	£6.95
50 Disks - only...	£24.95
250 Disks - only...	£79.95
3.5" Disk Head Cleaner essential for reliable loading	£2.95

AMIGA+ - X - a b c software

FOR EDUCATION		AD1 titles 11to12:	
micro maths - to GCSE standards	£18.95	english	£18.95
micro english - to GCSE standards	£18.95	maths	£18.95
micro french - to GCSE standards	£18.95	french	£18.95
micro german - to GCSE standards	£18.95	AD1 titles 12to13:	
primary maths - 3to12's	£18.95	english	£18.95
mega maths - A level	£19.95	maths	£18.95
reading and writing		french	£18.95
course - over 3's	£18.95	first shapes - 3to8	£12.95
compendium six	£29.95	puzzle story book - 3to8	£19.95
fun school 4 software:		dinosaur discovery kit - 3to8	£19.95
choose - under 5's, 5to7's		first letters and words - 3to8	£12.95
or 7to11's, only...	£19.95 each		

AMIGA BOOKS

Amiga for Beginners	£12.95
Getting the most from your Amiga	£13.95
Amiga Machine Language	£14.95
Amiga DOS inside and out	£21.95
Amiga Hardware reference manual	£21.95
Amiga C for beginners	£13.95
Other Books: ...call us with your requirements	

GOLD SERVICE

Before you choose from whom to purchase, please phone us. We are always happy to discuss your requirements and answer any queries you may have. And... remember Harwoods have always provided THE BEST service in the industry...

FREE GOLD SERVICE: Any computer, monitor or printer - unless covered by In-Home Warranties - that requires service in the first year is collected FREE OF CHARGE (UK Mainland only). Remember at Harwoods we charge no more for this GOLD service. The fastest turnaround possible is GUARANTEED by our OWN SERVICE ENGINEERS. **TECHNICAL SUPPORT:** You will be given our Exclusive Technical Support Phone Number to call should you require any help or advice on any aspect of the system you have purchased. **MINIMUM 12 MONTH HARDWARE WARRANTY:** Items proving faulty within 30 days of purchase are replaced with NEW UNITS unless otherwise stated. For the guarantee period, warranty service will be completely FREE OF CHARGE (some items are 2 yr warranty). **YOUR SYSTEM READY TO GO:** All main hardware products come with mains plugs and leads - just connect up and use straight away.

How to contact us...

BY PHONE: Phone our Order Hotline with your Access, Visa, Mastercard Switch or Lombard Creditcharge Card quoting number & expiry date (Most Dixons, Currys, NASCR and other 'store' cards are Lombard Creditcharge and are happily accepted by us).

BY POST: Make cheques, bankers building society drafts or postal orders payable to GORDON HARWOOD COMPUTERS. (Personal/business cheques take 7days to clear from day of receipt whereupon your order will be despatched). Please send Name, Address, and most importantly if possible, a Daytime Telephone Number along with your order requirements. Please check you are ordering from our latest advertisement before posting (phone if you require confirmation). Please remember that for example many September publications appear during August, etc., therefore prices you see may have changed (either up or down!).

EXPORT: Most items are available at TAX FREE PRICES to non UK residents and service personnel. Please contact us for confirmation of export prices before ordering.

FREE DELIVERY: within 14 working days, UK Mainland only, OR: **SPEEDY COURIER SERVICE.** Add just £6.95 per major item for guaranteed next working day delivery (or £7.50 for Saturday delivery). UK Mainland most regions. (Despatch normally on day of order or payment clearance).

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. VAT and postage are included, and prices are correct at time of going to press. (Pack details may vary from time to time). Offers and Services are subject to availability and to being the latest advertised products, packs and prices. Please note goods are not supplied on a trial basis. E&OE.

VISIT OUR SPACIOUS SHOWROOM:

Why not take a trip out to visit us and see our full advertised range, and more, available at the SAME COMPETITIVE PRICES. (Please see opening times) There's plenty of FREE parking nearby too!

How to find us...



OPENING TIMES
9.00 until 5.00 Monday to Saturday
Wednesdays - 9.00 until 1.00

GORDON HARWOOD Computers

Enquiries & Order Line:

0773 836781

Finance Facilities Available*

*Please phone us for information, your personal application pack and full written details.



GORDON HARWOOD COMPUTERS
DEPARTMENT AMF /H2, NEW STREET,
ALFRETON, DERBYSHIRE. DE5 7BP

TEL: 0773 836781 FAX: 0773 831040

The Closer you look, The Better we look

*Finance Facilities Available,
please contact us for your personal information pack.

**Peripheral required
for playing
Computer Scrabble**



You know your scrabble.
Seldom does a 'zugzwang' on a triple word escape your eagle eye.
Now US Gold have pioneered Computer Scrabble. It's the same Scrabble you've always enjoyed, but with some very special added features.

Thanks to Computer Scrabble you can challenge up to three colleagues in the office over lunch, take on the family back home, or even have the neighbours round for a war of words after supper - all without the hassle of setting up a board.

You can also lock horns on your own with the computer game which has twice won the Computer Olympiad. With its dozen different skill levels, you can improve your game as you progress to the

ultimate victory - a level 12 blitzkrieg.

Listed in the game's memory is every single page of the Chambers Official Scrabble Dictionary - over 126,000 words (a programming triumph in itself) - so you can settle disagreements with a quick recourse to the definitive referee, too.

Computer Scrabble from US Gold. The thinking person's computer game.

AVAILABLE ON:
Atari ST, Amiga and PC & Compatibles (EGA, VGA, minimum memory required 640k).

PRODUCT LICENSED BY J.W. SPEAR & SONS P.L.C., ENFIELD, EN9 7TB, ENGLAND. MANUFACTURED AND DISTRIBUTED BY U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX ENGLAND. TEL: 021 625 3366.

© 1988. (1992 J.W. SPEAR & SONS PLC. SCRABBLE® IS A REGISTERED TRADEMARK.



GOLD PHONE

HINTS TIPS 'N' CALL THE GOLD PHONE: SPELLJAMMER • PROPHECY OF THE SHADOW • THE SUMMONING • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: 0839 654 139 OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL: 0839 654 284 LUCASFILM HELPLINE • LECHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • ZAK MCKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: 0839 654 123 **INFORMATION LINE: 0839 654 124** • LEGENDS OF VALOUR TEL: 0839 993 366 • ACCESS HELPLINE: AMAZON TEL: 0839 654 394 • SIR TECH HELPLINE: CRUSADERS OF THE DARK SAVANT TEL: 0839 994 477
Service provided by U.S. GOLD LTD., UNITS 2/3 HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX. If you are under 18 please get permission to use the telephone. Calls cost 30p per minute cheap rate, 40p per minute off-peak times.

Yes, it's that time of year again. Love it or loathe it, there's only a few shopping days left and it's time to start thinking about Amiga-related gifts. So if you're wondering what to ask for, or you're trying to find the ideal thing for an Amiga-owning friend or relative; if you're looking for a cheap stocking-filler, or hoping to get the ultimate luxury accessory: here's your complete guide to the very best in Amiga gifts.

Wishful thinking

Your Christmas shopping guide

AMIGA FORMAT

57

DECEMBER 1992

...ing games – and flight
... a whole lot more involv-
... a bit of a 'here today, gone
... the foot pedals bring a whole new
... all kinds of gaming: they can be set up to
... activate whatever controls you prefer on your game. And the
... steering wheel may at first seem odd, because you hold it in
... mid-air and it works from its in-built tilt-sensing switches, but
... it also brings a new dimension to gameplaying. Don't just
... dream – do it for real!

FOOTPEDALS BY QUICKJOY/SPECTRAVIDEO	£24.99
FREEWHEEL BY LOGIC 3/SPECTRAVIDEO	£29.99

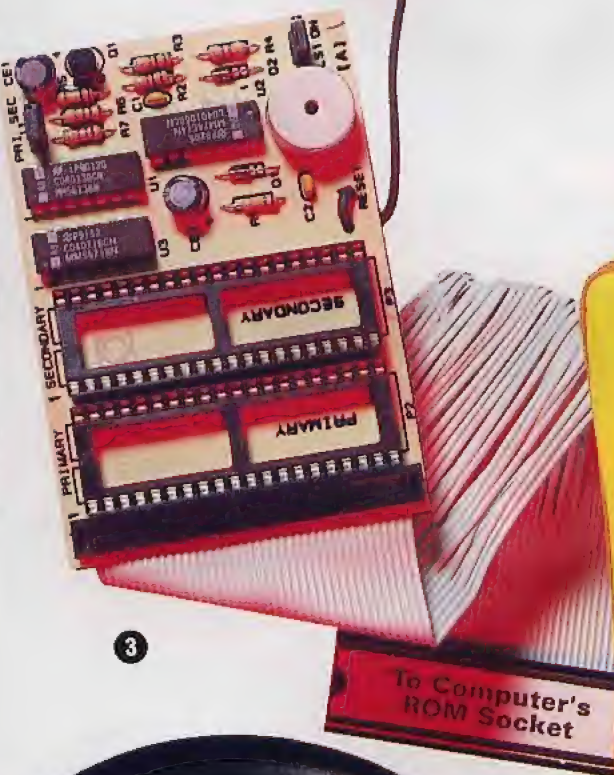
... BY POWER COMPUTING	£17.95
... START 2 BY POWER COMPUTING	£55
... WITH KICKSTART 1.3 BY POWER COMPUTING	£39
... OFF ROM SHARER A600 BY POWER COMPUTING	£29



4



5



1



7





STOP IT WITH THAT ANNOYING CLICKING!

Have you ever noticed the way that Amiga disk drives make a constant and particularly irritating 'click, click, click' noise when there's not a disk in the drive? Well, if your drive is driving you to distraction, there's a simple solution in the form of this little extra circuit board, which puts the dampeners on your disk drive. Go on, treat yourself! (Requires internal fitting.)

ANTI-CLICK BOARD BY POWER COMPUTING £9.95

MAKE THE MOST OF YOUR AMIGA'S SOUND!

The Amiga has absolutely amazing stereo sound and Amiga games have some of the most astonishing music and effects that you'll ever hear – so if you've got all this quality sound, why on earth put up with distorted noises coming out of scratchy little speakers? To get the full effect, all you need to do is hook up the stereo phono sockets on the back of your Amiga to the similar connections on your home hi-fi. It's simple to do and even more good news is that the lead to do it costs only a couple of quid and is available at all good hi-fi and electrical shops. Try it – and you'll see what a big difference it makes.

STEREO CABLE (FROM YOUR LOCAL SHOP) £5 OR LESS

CLEARER AND MORE COLOURFUL PICTURES

If you've got a big posh television that has a SCART, Peritel or Euroconnector socket, you could make your screen display look even better, and all by just by spending a few extra quid on a new SCART lead. The RGB signal output from your Amiga gives brighter colours and a sharper picture because it's not converted the way the RF output from an A600 or a modulator is: and TVs with one of the above connectors (they're actually different names for the same thing) can take an RGB signal. Simply pop down to your local computer supplier and get an Amiga RGB-to-SCART lead and then you'll get the picture!

SCART CABLE (FROM YOUR LOCAL SHOP) £8 OR LESS

1 CARRY YOUR A600 THE STYLISH AND CONVENIENT WAY!

The A600 is deliberately designed to be very compact and easy to carry around, but there's only one slight problem: do you just sling it in a sports bag and let it bounce around with your football boots? Well now you don't have to. This specially designed and colourful rucksack is exactly the right size to fit and protect your A600 along with its power supply, mouse and extra bits and bobs such as the odd game. Now you can take your Amiga with you!

ZAPSAC BY ZAPPO BY INDI £12.99

2 ALWAYS UNPLUGGING JOYSTICKS AND MICE?

It's such a shame that you frequently have to unplug your mouse and plug in your joystick when switching from one program to another. The ports wear and break, and you can blow chips so you really ought to switch off, but who does? Here's the answer; an adaptor that has plugs for both mouse and joystick and knows as soon as you press a button which one it is you are using!

ROBOSHIFT JOY/MOUSE SWITCHER BY MEEDMORE £15.99

3 NOW YOU CAN HAVE THE BEST OF BOTH WORLDS!

Workbench 2, as found in the A500 Plus, A3000 and A600, is a lot better to use – and yet some older programs won't work with it. So if you want all the benefits of WB2, but you don't want to give up on your favourite games, you can install both at the same time and switch between them at the press of a key! (Installation requires some expertise and may invalidate your warranty.)

KICK-OFF ROM SHARER A500 BY POWER COMPUTING £17.95

KICK-OFF WITH KICKSTART 2 BY POWER COMPUTING £55

KICK-OFF WITH KICKSTART 1.3 BY POWER COMPUTING £39

KICK-OFF ROM SHARER A600 BY POWER COMPUTING £29

DON'T MISS THE HIGH POINT OF THE YEAR!

The *Amiga Format* January 1993 issue is a real event. As well as being the special Christmas issue of the world's best-selling Amiga magazine, featuring a game tips special along with all the usual top exclusive news, reviews and informative features, we're giving you two very special gifts away on the cover! The program that you'll find on the *Amiga Format* Collection Coverdisk is none other than the *AMOS* programming language; PLUS there's a free 100-page book, crammed to the gills with invaluable reference information for all Amiga owners! Don't miss out; get your copy at all good newsagents from December 12!

AMIGA FORMAT JANUARY 1993 ISSUE £3.95

4 ...AND KEEP A TRACK OF YOUR FLOPPIES

Yes, it's daft, but maybe it's the right kind of present for the Amiga owner who has everything – but not quite. This personal organiser-style index system ties in with colour-coded labels to make sure you know precisely what's on every single disk and can find the right one at an instant. No more endless searching through disk after disk to find the utility you desperately need!

FILE-A-DISK BY MD OFFICE SUPPLIES £12.99

5 BUILD UP YOUR SOFTWARE COLLECTION THE EASY WAY!

Throughout most of 1992, we've been running the exclusive *Amiga Format* Collection on our second Coverdisk, bringing you complete programs like the amazing fractal landscape generator *Vista* and the HAM paint program *Spectracolor Junior*. If you're new to the magazine or to the Amiga then you will have missed out, so why not build up your software collection by ordering back issues of the magazine which come complete with Collection programs. There's no better way to get your hands on some of the best software that's around – and to build up a library of the best Amiga information in print! (See Page 262.)

AMIGA FORMAT BACK ISSUES WITH FULL PROGRAMS £5 EACH

6 GET AN ALL-TIME CLASSIC GAME FOR AS LITTLE AS £6.99!

In the five years that the Amiga has been around, we've seen some truly classic games appear. Many of them still live on in the mythology of Amiga gaming, most rival the best new games coming out. Some have been lost, but fortunately some of these classics are now available as bargain budget buys, often costing you as little as £6.99. Why miss out on superb gameplay at a bargain price? Turn to our feature on Page 83 for full details of all the classic games you can now buy on budget...

BUDGET CLASSIC GAMES FROM £6.99

7 A BUG-LIKE STICK THAT'S PARTICULARLY SLICK!

Both performance and looks set this joystick apart from the crowd! Its name tells a tale – it looks very, very weird indeed. Yet this loose, responsive stick is one of the best you can use for any game that requires instant direction-switching and precise action.

BUG JOYSTICK BY CHEETAH £14.99

8 DRIVE LIKE THE WIND – LIKE A DRIVER!

Here's a set-up that will make your driving games – and flight sims, and all kinds of other games – a whole lot more involving and realistic! Yes, it seems like a bit of a 'here today, gone tomorrow' novelty idea, but the foot pedals bring a whole new physical element to all kinds of gaming: they can be set up to activate whatever controls you prefer on your game. And the steering wheel may at first seem odd, because you hold it in mid-air and it works from its in-built tilt-sensing switches, but it also brings a new dimension to gameplaying. Don't just dream – do it for real!

FOOTPEDALS BY QUICKJOY/SPECTRAVIDEO £24.99

FREEWHEEL BY LOGIC 3/SPECTRAVIDEO £29.99

No Second Prize



OUT NOW FOR
AMIGA AND
ATARI ST!



GOT A KEYBOARD? THEN LET YOUR AMIGA PLAY IT!

It seems there are loads of people out there who have an electronic musical instrument who still haven't yet caught up with the fact that they can hook it up to their Amiga and open up all kinds of new and exciting possibilities. Synthesisers and the like that use MIDI (Musical Instrument Digital Interface, a common language that enables instruments and computers to talk) can be attached to the Amiga via a MIDI interface – which then means you can write, play and record tunes on your Amiga with a sequencer program. It also comes with two free MIDI cables!

MIDIMASTER BY DATEL ELECTRONICS

£19.99

1 & 2 SMOOTH CONTROL AND AN EASY LIFE...

Nothing makes more of a difference to your Amiga than a better mouse. Whether it's simply drawing a clean line in *Deluxe Paint*, moving a file around the Workbench without accidentally dropping it or controlling a motorbike in a game without it getting completely loose, you need accuracy, precision and reliability that sometimes only a quality mouse can provide. Which is exactly why you should get rid of your original Commodore model (Commodore have got rid of them, both the new A4000 and A1200 models come with a new one) and opt for one of these relatively cheap and high-quality replacements. (Also see our mouse round-up in Issue 38)

GOLDEN IMAGE MOUSE

£14.99

MEGAMOUSE BY ALFADATA

£12.95

3 DON'T GIVE THE KIDS A PET FOR XMAS, GIVE THEM A MOUSE

Frippery and luxury though it may be, this has to be the most appealing mouse design we've ever seen. It's aimed at encouraging kids to get started with the computer, it's overpriced, but it works pretty well and, let's face it, it's more fun than any other mouse you'll ever see!

KIDZ MOUSE BY LOGITECH

£32

4 LEARN TO PROGRAM ON THE AMIGA - IT'S EASY!

Once upon a time, home computers would come with a Basic programming language included, and people would have hours and hours of fun learning how to create their own simple programs. There's still no challenge like it – but the best way to do it has now changed. This package includes a cheerful and friendly step-by-step guidebook which is especially designed to be used by beginners, and the powerful but simple programming language will help you get some really great results!

EASY AMOS BY EUROPESS SOFTWARE

£33.99

JOIN THE CLUB: KEEP UP TO DATE, EVERY MONTH

A subscription to *Amiga Format* must be the best gift that you could possibly give to an Amiga owner: or treat yourself to! As well as getting the world's best-selling Amiga magazine delivered to your door every month, it also means you're a part of the world's best club for Amiga owners! All subscribers receive a free newsletter sheet every month, with glimpses behind the scenes at the monthly goings-on of *Amiga Format*. With New Year approaching, make sure 1993 is a good one: make sure of getting your favourite magazine every month! (See Page 263 for details)

AMIGA FORMAT SUBSCRIPTION

£44.95

5 DON'T FORGET THE MEMORY!

There can be few more useful extras or more welcome gifts than a chunk of extra memory for your Amiga. It enables you to run more programs and do lots more ambitious things, ie DTP, animation. All the basic Amigas can be expanded by simply slotting a RAM expansion into the 'trapdoor' under the machine, so it's a simple, convenient and tidy way to get more power!

RAM EXP A500 BY AF MAIL ORDER

£25.99

RAM EXP A500 PLUS BY PHOENIX

£34.99

RAM EXP A600 BY PHOENIX

£44.99





1 FROM SCIENTIFIC EXPERIMENTS TO CONTROLLING ROBOTS!

These interface kits open up an enormous range of possibilities. Clever little boxes that attach to the parallel port of your Amiga, they mean you can control all manner of electrical gadgetry. You could build your own robots and write programs to control them, conduct scientific experiments with temperature sensors and photo-electric cells and even make your Amiga into a burglar alarm! Ideal for educational use or for young people with an interest in electronics!

SWITCHSOFT INPUT/OUTPUT PORT	£26.95
SENSOR AND CONTROL EXPERIMENTS KIT	£24.95

2 & 3 MATCH YOUR AMBITION WITH DRIVE!

If you don't have a second disk drive, you're making life very difficult for yourself! A second drive makes games that come on more than one floppy an awful lot more enjoyable, and it also makes it child's play to copy files from one disk to another, or save files while running a program. Our recommended drives are the fastest and the quietest around: the slimline, solidly-built, super-speedy RocLite and the Power 880B with its built-in extras. Both are available in black for CDTV owners.

ROCLITE BY ROCTEC/HB MARKETING, BLACK	£65
ROCLITE BY ROCTEC/HB MARKETING, IVORY	£65
POWER 880B, BLACK BY POWER COMPUTING	£65
POWER 880B, IVORY BY POWER COMPUTING	£65

4 GET A MACINTOSH COMPUTER FOR A FRACTION OF THE PRICE!

If you have an A1500, 2000 or 3000 and you're interested in running the best graphics and DTP software outside the Amiga, what you need is this Macintosh emulator. Turning in a perfect imitation of Apple's famous designer computer at a fraction of the price of the real thing, this is the ultimate in computer one-upmanship! It comes on a card, can read Mac disks and use a partition of your hard drive for storing Mac data and will run all the Mac software we could throw at it.

AMAX II PLUS BY READYSOFT/ENT INTERNATIONAL	£324.99
---	---------

5 & 6 ASPIRIN FOR THE FLICKER HEADACHE!

If you're serious about your graphics, video or DTP work, you'll want to work in the highest resolution possible – and that means interlace. Trouble is, can you bear to work with that flickery screen? Now there's a cure for tired eyes and headaches: get yourself a de-interlacer for rock-steady display. For owners of larger Amigas, the Microway Flicker Fixer is a bargain: it's halved in price of late. And now A500 owners can de-interlace too, with ICD's tiny Flicker Free Video 2. (Multisync or VGA monitor is also required.)

FLICKER FREE VIDEO 2 BY ICD/POWER COMPUTING	£199
FLICKER FIXER CARD BY MICROWAY/HB MARKETING	£250

7 THE MOST STUNNING A500 PERIPHERAL IN HISTORY!

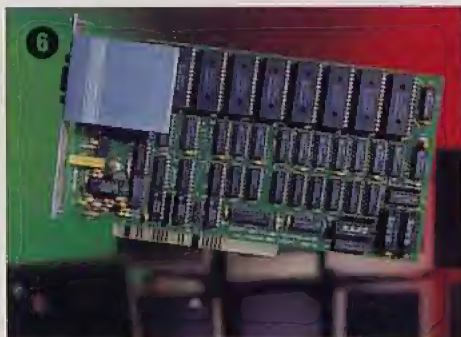
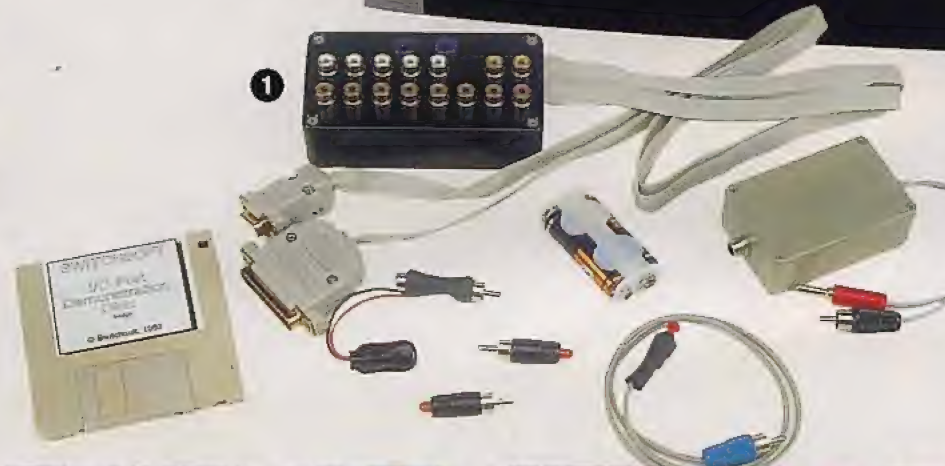
What a combination! Take the best hard drive there is for an A500, with a capacity of up to 120Mb, then take into account the fact that it will take up to 8Mb of RAM. Add in a 'mini-slot' that allows it to add extra expansions such as a PC emulator, then slip the whole thing into a smart, compact case that slots neatly on the side of an A500. What have you got? An HD8+ hard drive, so far. But the killer blow is the addition of an amazingly swift 68030 accelerated processor that turns your A500 into the best all-round machine you can get!

A530 HARD DRIVE GVP/SILICA	£799
----------------------------	------

8 VIDEO EFFECTS LIKE THE PROFESSIONALS USE!

This unique gadget for the Amiga works like a genlock, but the other way round – it allows you to put Amiga graphics into areas of flat colour (or similar brightness) on a video picture. It's like the 'chroma keying' effect used in TV and films, like when Superman soars above buildings. Quite remarkable, loads of fun and very, very clever!

ROCKEY BY ROCTEC/HB MARKETING	£299
-------------------------------	------



**HOLLI WOULD
IF SHE
COULD
...and she will**



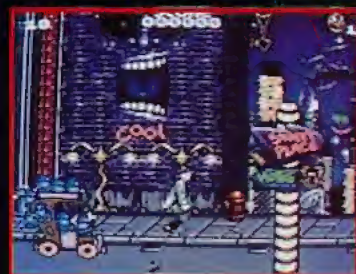
**ATARI ST
AMIGA
IBM PC &
COMPATIBLES**



CARTOON LAND GONE BAD!

Whilst publishing his underground comic Jack Deebs has unwittingly created a parallel universe inhabited by cartoon characters known as **DOODLES**. You are transported into **COOL WORLD** and seduced, through engaging messages, by the Doodle vamp... **HOLLI**. Visual jokes and gags punctuate your adventure as you hop to and fro between reality and **COOL WORLD**. But Holli's dream is to shed her Doodle identity... to become a real woman - with a real interest in Jack!

**A DREAM THAT COULD
DESTROY BOTH WORLDS!**



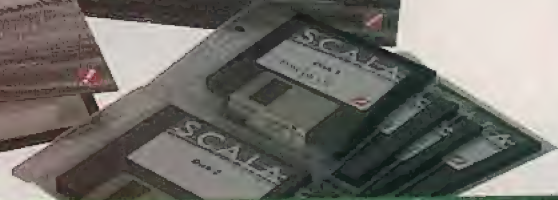
ocean

OCEAN SOFTWARE LIMITED
2 CASTLE STREET, CASTLEFIELD
MANCHESTER, M3 4LZ
TELEPHONE: 061 832 6633
FAX: 061 834 0650

1



9



8



12



2



11



3



6



AMIGA FORMAT

64

DECEMBER 1992

1 TURN YOUR AMIGA INTO A REAL COMPUTER!

If you've never used your Amiga with a hard drive, you don't know what you're missing! Seriously, only 20 per cent of our readers have hard drives and we'd encourage everyone to get one. It's amazing what a difference it makes, even if you play games (*Monkey Island* is much better from a hard drive than it is from ten floppies!) but especially if you're into any kind of serious Amiga use. Our recommended hard drive is the fastest, it's very reliable, it comes with memory expansion capacity of up to 8Mb and a 'mini-slot' for other expansions – and it's just down in price.

GVP IMPACT SERIES 2 HD8+ HARD DRIVE 52MB £349

GVP IMPACT SERIES 2 HD8+

HARD DRIVE 52MB + 2MB RAM £408

GVP IMPACT SERIES 2 HD8+ HARD DRIVE 120MB £449

DON'T MISS OUT ON MINIATURISATION

Just because you have an Amiga 500 doesn't mean you have to lose out on one of the great bonuses for A600 owners; the ability to fit a tiny, 2.5-inch IDE hard drive inside your Amiga. The AdIDE adaptor from the masters of miniaturisation, ICD, sets up all you need to carry massive amounts of data around hidden conveniently inside your machine, and ICD also supply appropriate drives in a range of capacities. Believe us, a hard drive makes an enormous difference – and this has to be the best way to fit one.

ADIDE BY ICD FROM £199

2 YOUR AMIGA CAN TEACH YOU TO PLAY PIANO!

Do you ever wish that you'd learnt to play piano when you were younger? Would you like to be that cool dude behind racks of synths, but you don't know where to start? Well here's the ideal thing! The Miracle includes a full MIDI keyboard that can sound like over 100 instruments: but better still, you can hook it up to your Amiga and the software will teach you how to play, monitoring your progress and giving you advice as you go along! Don't be shy – give it a go. (Or you could have a go at winning one on Page 74)

MIRACLE BY MINDSCAPE/SOFTWARE TOOLWORKS £299

3 20/20 VISION AND A BRIGHTER WORLD

If you're still using your Amiga through the telly, you're only getting half the picture. A proper monitor makes pictures sharper and brighter because it's designed for the purpose. This one can also provide stereo sound – plus it's officially approved as the best monitor for all Amiga resolutions that don't need an expensive multisync, according to our own tests. And don't miss out on your free copy of the excellent *Lotus 2* driving game.

CM8833 MONITOR BY PHILIPS £258

4 FUN AND GAMES WITH YOUR OWN HIT SOUNDS

Sampling is the technique that has shaped the pop music of the Nineties, but even if you don't like modern dance music, it can still be really great fun to sample your own sounds and create your own tunes. It's so easy – just plug a hi-fi, microphone or video into the sampler hardware and bang the button, then sequence the sounds you've saved into complete songs using the colourful, user-friendly software supplied. Get down.

MEGAMIX MASTER BY ROMBO £39.95

5 FOR THE PROFESSIONAL HOME STUDIO...

If you take your music seriously, there's only one sequencing program you should be using. Packed with features that make it ideal for the discerning professional, this is nevertheless the program of choice for a good many amateur and semi-professional musicians. If you've spent more than £500 on a keyboard, you really ought to be using this. It's the stuff of which hit albums are made...

KCS LEVEL 3.5 BY DR T'S/ZONE £279

6 PIONEER THE FUTURE OF HOME COMPUTING!

There's absolutely no doubt about it, the big thing that will happen in 1993 is that the vast majority of entertainment software will switch over to being compact-disc based. As you see more, bigger and even better games being released on to CD format, do you want to be left behind? Of course you don't. So get in there first, and explore an amazing world where hundreds of PD programs can be bought for only a few pounds and amazing sound and graphics are the norm. Above all, know that you won't be left behind when the glorious day comes!

AS70 CD-ROM DRIVE BY COMMODORE £349.99

TAKE CONTROL AT THE HEART OF YOUR AMIGA

Mystified by the complications of the CLI? Are you totally at a loss when it comes to duplicating an Amiga disk? Simply irritated by the idiosyncrasies of the Amiga's user interface? Annoyed by the fact that you can't click on a file to read, display or hear it? For anyone who's put off by the fearsome technical knowledge that is normally required to use the Amiga to its full, or who is aware of the shortcomings of it and wants to work in a much more professional environment, then this is the utility for you. One simple screen is all that you need to have full control over all your files and floppy disks. It's just so easy!

DIRECTORY OPUS BY INOVATRONICS £39.95

7 VISUAL SOPHISTICATION TO MAKE THE BBC LOOK AMATEUR!

Whether you want to add professional-looking and classy title screens to your home videos, or create whole business presentations to get your point over, this is the ideal way to do it. *Scala* makes it easy, not just because it has a beautifully designed interface that makes using it a pleasure, but also because it comes with enormous quantities of ready-prepared typefaces and stunning graphics that give you the class of a top-notch graphics designer, even if you're a complete novice.

SCALA BY SCALA/SILICA £99.95

8 PRINTING HAS NEVER BEEN SO SMOOTH, QUIET AND CHEAP!

Printers can be so awkward. They can be noisy and clattery; they can cost more than the Amiga itself; and they can produce results that make your beautifully designed document look like a photocopy of a digitised version of what you started off with. But not any more! Canon's amazing bubble-jet technique, which squirts the ink in tiny bursts on to the page, makes this printer incredibly quiet and astonishingly cheap – yet it gives letter-quality results nearly as good as a laser printer.

BJ-20 BUBBLEJET BY CANON £299

9 COLOUR PRINTING FOR THE MASSES

This is a printer that tops all the others in its class. Coming with an automatic colour option, this has to be the cheapest way of getting decent versions of your *DPaint* pics in all their colourful glory. A 24-pin dot-matrix gives it letter quality when you're printing text, while clear controls make it easy to use and it's also quiet. This year's model, it even comes with a special print utility Citizen have developed to ensure Amiga owners get top-class results.

240C 24-PIN DOT-MATRIX BY CITIZEN £429.83

10 SAMPLE WITH THE PROFESSIONALS!

This is one of the finest software and hardware combinations available on the Amiga – it's the Rolls Royce of Amiga samplers! Superbly engineered hardware produces excellent, clean, clear samples and the amazing *AudioMaster IV* software is the perfect thing with which to edit and adjust them, even enabling you to time-stretch samples without altering their pitch.

AUDIO ENGINEER PLUS BY RAMSCAN/HB MARKETING £204

Zyconix. It'll have your brain raving all night.

You're sweating, your brain's going at 100 miles an hour and it's five in the morning.

You're not raving, you're playing Zyconix.™

It's the mind-blowing computer game brought to you from Accolade. Like a shower of space debris, blocks fall out of the cosmos. Your mission – make sure they don't fill up your screen. You can grab blocks, move blocks and bounce blocks to form lines which then disappear.

But beware of the V.D.U. nasties, they'll stop at nothing to stop you.



Exploding mines, balls that won't break and deadly spikes. They'll zap your lines into oblivion and have you ducking and jiving all the way to the asylum.

But it needn't be a total mind warp. To help you through the 4 difficulty levels and 9 speeds, there's some wicked tunes to keep you going – everything from Rave to Soul.

One visit to your software shop and you'll be addicted.

ACCOLADE™
The best in entertainment software.™

1 ILLUSTRATIONS UNDER YOUR CONTROL

If you want black-and-white illustrations for DTP or as a basis for your artwork, there is currently no better way of getting them. This hand scanner can scan in 16 shades of grey as well as simple mono for line drawings and delivers the very best quality at the lowest price. If you're producing illustrated documents, get it!

POWER HAND SCANNER BY POWER COMPUTING £99

GRAB LIKE A MANIAC

For the ultimate in colour digitising, you want a real specialist device – and this is the best there is. It comes on a hard card for A1500 and above and it gives the most excellent results, in full colour and in real time. Save frames from video or from a camera in a video composite format, then convert them to whatever Amiga graphics format you require: this is the quality way to artistic use of video images.

V-LAB DIGITISER BY AMIGA CENTRE SCOTLAND £299

2 FUN FOR BEGINNERS WITH VIDEO DIGITISING

Not many of us have a video camera, so it might seem that video digitising is a closed area. But not so! This amazing low-cost digitiser works in real time (less than 1/25th of a second) so it can grab images direct from your television or video recorder – and considering it's so cheap, it gives precise, clean images which are unrivalled by more expensive digitisers. It only works in black-and-white, but the noise-free results make it easy to load frames into *DPaint* and colour them. And it's ideal for the A500 or A600.

VIDEO DIGITIZER II BY DATEL £89.99

3 BECOME A NEWSPAPER OR MAGAZINE DESIGNER

The art of DTP is what makes magazines like this one possible, and the Amiga is capable of competing with the big boys when it comes to DTP. Best of the powerful, professional DTP programs, this will require lots of RAM and a good, big hard drive, but it's the first Amiga DTP package that we can honestly say gives absolutely professional features and results. So if you're going to do it, do it right!

PAGESTREAM 2.2 BY SOFT-LOGIK/SILICA £199.95

4 GET INTO VIDEO TITLING AND SPECIAL EFFECTS

A small, inexpensive piece of hardware called a genlock can open up whole new areas of creativity for you. It means you can mix video images straight off tape into areas of a flat colour in Amiga graphics or animations, thereby making it possible for you to put titles and special effects on to your own videos. It's surprisingly easy, and an awful lot of fun, and this is one of the most effective budget genlocks you could possibly choose.

ROC GEN BY ROCTEC/HB MARKETING £99.95

5 PAINT AND ANIMATE IN UP TO 4,000 COLOURS

Deluxe Paint is the ultimate Amiga program, and yet we almost take it for granted. It's been around as long as the Amiga has and it's one of the simplest, most accessible computer paint programs ever seen anywhere. The latest version works in HAM mode, enabling you to use all 4,096 colours of the Amiga's palette. It's fun, it's easy, it's now even more powerful, and yet if you have an earlier version it's cheap to upgrade – so why not go for it?

DPaint IV BY ELECTRONIC ARTS £89.99

6 NOW THAT'S WHAT I CALL COMPUTER GRAPHICS!

You'll need extra RAM and preferably an accelerator, but with this extra bit of hardware you can get involved in the most advanced area of computer graphics – 3D modelling and animation. Create objects as 'wire frames', set what colours and textures you want all the surfaces to have, then leave the computer to calculate your astonishing, surreal or life-like images – it's the sharp end of computer graphics!

IMAGINE 2 BY IMPULSE £299.95





MAKE LIKE A GOD - CREATE YOUR OWN LANDSCAPES!

Nothing has had quite as much of an impact on the imagination of Amiga users as the technique of fractal modelling (especially since we gave away the first version of Vista on the Coverdisk of Issue 30 of *Amiga Format*). With its roots in chaos theory, this idea uses complex mathematics to create realistically irregular and jagged images and 'project' them into three dimensions, making landscapes that look like they are carved from the living rock. This latest version of the original fractal landscape modeller produces fractal trees and skies and outputs full 24-bit images - it's astounding!

VISTAPRO2 BY VR LABS/HB MARKETING

£69.99

1 THE ULTIMATE IN WORD PROCESSING POWER

A word processor is a word processor, true enough; but if you've got 1.5Mb of RAM to pay with, you can have one that's a little bit more besides! This British-made and well-supported program also has lay-out features, including the capacity to import graphics, use colour and put text in columns, which make it half-way to a DTP package: it also has what is probably the best interface seen on the Amiga, making it easy to use, and now comes with Agfa Compugraphic scalable fonts for real flexibility and a step in the direction of true 'what you see is what you get' word processing. Get on the 'write' track (and read the review on Page 184).

WORDWORTH 2 BY DIGITA

£129.99

2 RAW POWER WITH WORDS

The layout features offered by many 'word publishers' can get in the way of them doing their original purpose: making it quicker and easier to write. Not so here. This word processor is the professional's choice: incredibly fast and immensely powerful. If you don't want to pretty up your documents with pictures, if what you want is words, words and more words, this immensely respected, no-nonsense program is just the job. It also has a fully-compatible database sister program.

PROTEXT 5.5 BY ARNOR

£80

3 GO ON - MEDDLE WITH THE INSIDE OF YOUR AMIGA!

This is more or less the Amiga equivalent of a robot surgeon - it enables you to explore what's going on inside your Amiga without getting your hands dirty. This cartridge plugs in on the edge connector of the A500 models and then lets you freeze programs and explore how the code is actually working inside the Amiga. You can slow down games or 'poke' them to give yourself an advantage, and you can save out screens and sampled sounds for your own use (provided you don't distribute them further and breach copyright). It also provides a number of disk utilities, and makes an ideal way of beginning to understand your Amiga.

ACTION REPLAY III BY DATEL

£80

4 MILLIONS OF EXTRA COLOURS AT YOUR FINGERTIPS!

All the rage nowadays in the graphics world is 'true colour', which can add millions of extra shades of colour to your paint palette. Until recently, only A1500 and above owners with over a thousand pounds to spend could get a true colour board, but now you can plug this box into your A500 to get 'pseudo true colour' and paint in hundreds or thousands more colours. The package includes a top-class paint program and a video digitiser too, which make it amazing value for money!

DCTV BY DIGITAL CREATIONS/SILICA

£499

5 MORE POWER TO YOUR A500

Want to speed up your A500's central processor without spending hundreds on a 68030 processor card? This little board will slot on easily and give an increase in speed to 14MHz, the same as the 68020-based A1200, which is particularly useful if you like 3D games such as flight sims or you want to dabble in DTP or 3D graphics. It won't speed up everything, but it also allows up to 8Mb of memory expansion and it will make a difference - it could be the ideal next step.

BLIZZARD TURBO BOARD BY POWER COMPUTING

£169

SAIL THE SOLAR WINDS TO FANTASTIC SWASHBUCKLING ADVENTURES!

PIRATES OF REALMSpace

Captain your own Spelljammer space ship in a spectacular AD&D® adventure unlike any before! Recruit officers and crew to man your magic-powered ship. Soar into the ether, explore the planets of Realmspace and embark on exciting missions. Engage pirate vessels such as neogi snail warships in real-time combat from a first-person, flight simulator viewpoint. Fire huge bolts from your ship's ballista and bring the enemy to heel. Boarding combat is true AD&D phased battle using weapons and magic. Point-and-click your way through the game. Superb graphics and sound effects heighten the drama. With so many planets to visit and missions to fulfill, every adventure will be different from the last!

Prepare for swashbuckling excitement and the magic of AD&D adventuring — in wildspace!

AVAILABLE ON:
AMIGA and
PC & Compatibles
Clue Book Available

U.S. GOLD

U.S. Gold Ltd., Units 2/3, Holford Way,
Holford, Birmingham, B6 7AX, England.
Tel: 021 625 3366

Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specification.



SCREENS SHOWN: IBM 256-COLOR VGA.
ADVANCED DUNGEONS & DRAGONS, AD&D, SPELLJAMMER and the TSR logo are trademarks owned by and used under license from TSR, Inc. © 1992 TSR, Inc. © 1992 Strategic Simulations, Inc. All rights reserved.



Real-time space combat uses flight simulator mode with first-person viewpoint. Boarding combat is AD&D turn-based, with weapons and magic. Visit the splendid ports of different planets for great adventures.



HINTS TIPS N HELP CALL THE
PHONE

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX.

SPELLJAMMER • PROPHECY OF THE SHADOW • THE SUMMONING • DARK SUN • EYE OF THE BEHOLDER • LEGEND OF DARKMOON (EYE OF THE BEHOLDER II) • DRAGONS OF FLAME • HEROES OF THE LANCE TEL: **0839 654 139**
OPERATION STEALTH • ANOTHER WORLD • FLASHBACK • CRUISE FOR A CORPSE TEL: **0839 654 284** LUCASFILM
HELPLINE • LECHUCK'S REVENGE (MONKEY ISLAND 2) • INDIANA JONES (LAST CRUSADE & FATE OF ATLANTIS) • ZAK
MCKRACKEN • MANIAC MANSION • LOOM • SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN TEL: **0839 654 123**
INFORMATION LINE: 0839 654 124 • LEGENDS OF VALOUR TEL: **0839 993 366** • ACCESS HELPLINE:
AMAZON TEL: **0839 654 394** • SIR TECH HELPLINE: CRUSADERS OF THE DARK SAVANT TEL: **0839 994 477**
If you are under 18 please get permission to use the telephone. Calls cost 36p per minute cheap rate, 48p per minute all other times.



PHOENIX

Sales 0532-311932

Our friendly, highly trained sales team will ensure that your order is dealt with efficiently and with the minimum of fuss.



At the time of placing your order we will advise you of anticipated delivery time and answer any other queries you may have regarding your purchase. All major credit cards accepted.

Technical Support

The Phoenix product helpline ensures that all our customers benefit from the highest level of after sales technical support.

We also offer advice to help you in choosing exactly the right product for your requirements thus eliminating the possibility of an unwanted or unnecessary purchase.



Despatch 0532-310796

Once you have made the decision to purchase from Phoenix your order will be dispatched promptly and without fuss.

Using one of the countries leading courier services ensures that your goods arrive on time, intact and in the same condition they left our stock.

Warm Welcome to Christmas '92

Welcome to our three page Christmas-Special which has all the products you need to make this a "Happy Amiga Christmas!"

Page one is devoted to 'Options', packs which are designed to take the headache out of your choice this Christmas. All year we have been gathering regular feedback from our customers on what they think are the essential items to be found in a pack. From this information we have assembled what we and the Amiga buying public believe to be the ultimate in packs at unquestionably the best prices.

Make 'Options' your only option this Christmas!



James Millard
Managing Director

OPTION 1

ARCADE ACTION PACK

This Pack, built around the A600 1Mb machine, will provide you with everything you need to create your own 'in house' all-action arcade environment. Exploit the Amiga as the ultimate games machine!!!



NORMAL R.R.P. inc VAT..... £1045
PHOENIX OPTION 1 £539.99

WHAT YOU GET!

A600 1Mb
Phillips Monitor
8833 MkII
10 Capacity
Disk Box
10 Phoenix Bulk Disks
with Labels
Two Joysticks
(fully microswitched)
Mouse-Joystick
Switch
Phoenix Stereo Hi-Fi
Sound Speakers
ZOO! Software Pack
(10 High Quality Games inc.
ZOO!, striker)
8mm Mouse Mat

OPTION 2

HOME OFFICE

This pack is based round the A600 HD giving you all the advantages of an electronic office environment in the comfort of your own home. Alongside the A600 HD, Phoenix also provide you with a top selling 9 PIN dot matrix colour printer, a highly rated software package - rated 84% in Amiga Format - our own Phoenix Deluxe drive, and a full range of top quality accessories, making day to day household management easy!!



NORMAL R.R.P. inc VAT..... £1045
PHOENIX OPTION 2 £939.99

WHAT YOU GET!

A600 1Mb
(20Mb HD)
Phillips Monitor
8833 MkII
Star LC100
9 PIN Colour Printer
3.5" External Drive
PA 601
RAM Expansion
Europress
"Mini Office"
10 TDK 3.5" Disks
A4 Copy Holder
Anti-Glare screen
500
sheets of Paper
8mm Mouse Mat

OPTION 3

FAMILY PACK

Based on Commodore's Epic+Language pack, Option 3 gives the whole family maximum use of the Amiga.



Phoenix have added to the top quality software titles already in the pack with a choice of fun school titles for the children and Monkey Island 2, (Amiga Format Gold winner). They complete what is an unbeatable software based pack. Whether it's word processing, learning, home accounts or just good old game playing, the FAMILY PACK is all you need.

NORMAL R.R.P. inc VAT..... £1000.00
PHOENIX OPTION 3 £929.99

WHAT YOU GET!

A600 1Mb
Epic+Language pack
(20Mb Hard Drive)
Phillips Monitor
8833 MkII
Star LC100
9 PIN Colour Printer
PA 601
1 Mb RAM Expansion
Fun School 3+4
Monkey Island 2
50 Capacity Disk Box
10 Phoenix Bulk
Disks with Labels
Joystick
(fully microswitched)
8mm Mouse Mat

OPTION 4

CHRISTMAS CRACKER

"Unbelievable", "Crazy", are just some of the quotes from the industry regarding the demise of the A500+.



Destined never to be sold again the A500+ was superseded by the A600 range. However, Phoenix have secured one of the largest stocks in the UK of the Cartoon Classics Pack and offer you the very last chance to purchase this legendary machine!!

PHOENIX OPTION 4 £279.99
A 500+ Cartoon Classics 2Mb..... £314.99

WHAT YOU GET!

A500+
1Mb of RAM
expandable to 10Mb
Workbench 2.04
Real-Time Battery
Backed Clock
Full Comprehensive
Manual Set
Mouse
TV Modulator
External PSU
Lemmings
Captain Planet
The Simpsons
Deluxe Paint III

- ALL PRODUCTS are full UK spec.
- ALL PACKS supplied with full connecting cables for immediate operation.
- FREE 'Getting Started' technical guide.
- FREE RETURN to PHOENIX pick-up on all faulty hardware within 30 days of purchase.
- FREE UK DELIVERY- on all 'Options' packs

If you wish to upgrade any major item of hardware in the 'Option Pack', simply tell us at the time of ordering and we will just charge you the difference in price between the two products. Easy!

**WHY
OPTIONS**

- FREE DUST COVERS for Computer, printer and monitor when purchasing an options pack.
- EXCLUSIVE technical helpline number.
- THE KNOWLEDGE that you are purchasing from one of the premier mail order companies in Europe.

SPECIAL CHRISTMAS OPENING TIMES
Mon-Sat 9.00-7.30



AMIGA 1200

Probably the home computer of the decade, the A1200 is the latest addition to the Amiga family. Incorporating a new internal engine and many more exciting and powerful features, this machine truly takes the Amiga family into the next generation!!!!!!

FEATURES INCLUDE:
68020 Processor Running at 14 Mhz • 2Mb Chip RAM (expandable to 10 Mb using 4Mb fast memory PC MCIA cards and 4 Mb 32-bit RAM in CPU slot) • New double "AA" graphics chip set • 256 colours on screen from a 16.8 million colour palette • Full Amiga Key board (with Alpha numeric key pad) • CPU local BUS slot, (card edge).

Phoenix Price Only **£379.99**

AMIGA 600

'THE WILD, THE WEIRD & THE WICKED'
1 Mb A 600 as standard and includes the excellent value Software titles: Deluxe Paint III • Formula One Grand Prix • Putty • Pushover
Phoenix Price Only..... **£339.99!**

A 600 2Mb (incl. above software)..... **£379.99**

'EPIC • LANGUAGE PACK'
1 Mb A 600 as standard and includes 20MB HARD DRIVE the excellent value Software titles: Deluxe Paint III • Trivial Pursuit • Epic • Myth • Rome
Phoenix Price Only..... **£484.99!**

A 600 2Mb+20 Mb Hard Drive **£524.99**
(both include the above detailed software)

The stand-alone A 600 is compact, semi portable, fully featured and can be purchased in the following configurations:

A 600 **£274.99**
A 600 HD **NOW ONLY £429.99**
A 600 2Mb **£314.99**
A 600 HD 2Mb **£469.99**

RAM EXPANSION

Phoenix PA 601-populated-1Mb..... **£44.99**
Phoenix PA 601-unpopulated-0Mb..... **£24.99**
Phoenix A 600 ROM Sharer..... **£29.99**
Keyboard switchable!

AMIGA 4000

Features Include: 68040 32 Bit Processor running at 25 MHz (upgradable) • New Double AA chipset with 16.8 million colours • high density 1.44 Mb floppy • 120 Nb IDE hard drive • New Workbench 3

AMIGA 4000..... **£2,229.00**
A 4000 with 40/240/425 Mb Hard Drive..... **£POA**

AMIGA 1500

2.04 Workbench Includes: Deluxe Paint 3, Platinum Works, Home Accounts, Toki, Puznic, x Elf, Amiga Format Book and Joystick
AMIGA 1500..... **NOW ONLY £539.99**

AMIGA 500

GVP PC-286 16MHz..... **£239.99**
KCS Powerboard (with DOS 4.01)..... **£199.99**
KCS Powerboard **£184.99**
KCS adaptor for 1500/2000... **NOW ONLY £59.99**
Vortex A Tonce Plus 286 (16MHz)..... **£214.99**

32 BIT ACCELERATORS

The incredible speed of 32-Bit technology at a price you can afford only from S.S.L. Ray tracing an image that takes 24-hrs on a standard Amiga takes just 1 hr. 36 mins. with an A5000!! **FREE** maths co-processor included with both A/B5000 accelerator cards.

A5000 + 1MB 16.67 Mhz	£249.99
A5000 + 2MB 16.67 Mhz	£289.99
A5000 + 3MB 16.67 Mhz	£319.99
A5000 + 4MB 16.67 Mhz	£349.99
B5000 + 1MB 25.00 Mhz	£499.99
B5000 + 2MB 25.00 Mhz	£669.99
B5000 + 3MB 25.00 Mhz	£829.99
B5000 + 4MB 25.00 Mhz	£979.99

A 500 HARD DRIVES

GVP IMPACT SERIES II Hard Drives, the fastest Hard Drive/Controller for the Amiga. Features Game Switch, external SCSI port, FAAASTROM SCSI Driver, GVP's custom VLSI chip and internal RAM expansion up to 8 meg! Units use high specification fast-access QUANTUM Hard Drives coming with 2 yr. guarantee.

A500-HD+ 40 Mb	£289.99
A500-HD+ 80 Mb	£379.99
A500-HD+ 120 Mb	£424.99
A500-HD+ 240 Mb	£689.99

ROCTEC DRIVES

SALE OF THE CENTURY!!
Phoenix in association with Roctec and Conner, continue to achieve massive sales on this high specification, quality product. Due to the buying power of Phoenix we are able to maintain these incredible prices-prices that have left the competition GREEN with envy-and the Amiga buying public licking their lips. Stocks will only last until the end of November.

ROCTEC 40 MB	£259.99
ROCTEC 85 MB	£299.99
ROCTEC 120 MB	£364.99
Featuring Connor drives-very fast access times (19ms or better) • expand up to 8 Mb using 1 Mb Simms only • 1 year guarantee • slimline design ideally colour matched to the A500 • Own power supply.	
ROCTEC (controller Only)	£164.99
Same specification as the above but without the hard drive fitted so you can fit your own. Please specify IDE or SCSI.	
EXTRA MEMORY-Only £25.99 per Mb.	

HARD DRIVES

Series II Hard Disk Controller/RAM card	£114.99
Series II 42 Mb Hard Disk and RAM card	£269.99
Series II 80 Mb Hard Disk and RAM card	£339.99
Series II 120 Mb Hard Disk and RAM card	£399.99
Series II 240 Mb Hard Disk and RAM card	£639.99
EXTRA MEMORY-Only £25.99 per Mb.	

A 500 ACCELERATORS

GVP COMBINATION ACCELERATORS & HARD DRIVES-The ultimate expansion product for the Amiga 500!

A530 Combi 40MHz + 52Mb Hard Drive	£659.99
A530 Combi 40MHz + 120Mb Hard Drive	£757.99
A530 Combi 40MHz + 240Mb Hard Drive	£979.99
A530 68882 Co-Processor	£204.99

ACCELERATORS

GVP G-Force 030-25MHz + 1Mb	£545.99
GVP G-Force 030-40MHz + 4Mb	£784.99
GVP G-Force 030-50MHz + 4Mb	£1099.99

ACCELERATOR RAM Modules

1Mb Simm-32 Bit 60 Nanoseconds	£65.99
4Mb Simm-32 Bit 60 Nanoseconds	£182.99

EMULATORS

Vortex 'GOLDEN GATE' **NOW ONLY £419.99**
This emulator is the ultimate bridge between PC/AT platforms and the Amiga. If you think this is for you, cross to page three for specification details in this month's 'Trail Blazers' section!

PRINTERS IMAGE

STAR LC-100 Colour	£159.99
9 PIN colour printer with paper parking, eight fonts and electronic DIP switches.	
LC24-100	£189.99
24 PIN with compressed data mode, 16 K buffer and 10 letter quality fonts,(with Star printer driver only).	
LC-20	£129.99
LC-200 Colour	£195.99
LC24-20	£199.99
LC24-200 Mono	£219.99
LC24-200 Colour	£268.99
XB24-200 Colour	£379.99
SJ48 Bubblejet	£219.99
Star printers come with one year warranty.	

CITIZEN

Swift 240 Colour	£279.99
Swift 240 Mono	£259.99
Swift 200 Colour	£219.99
Swift 200 Mono	£199.99
Swift 9 Colour	£179.99
Citizen printers come with 2 year warranty.	

HEWLETT PACKARD

Deskjet-550C (colour printer)	£559.99
300 dpi laser quality output • sharp blacks and 16 million colours available • six built in type faces-4 scalable • improved media handling • several paper sizes • FOUR TIMES FASTER than previous H.P. Deskjet range.	
Deskjet 500	£329.99
Deskjet-500 Colour	£449.99

HP printers come with 3 year warranty.
HP black ink cartridge **£24.99**
HP colour ink cartridge **£29.99**

AUTO SHEET FEEDERS

STAR LC20	£57.99
STAR LC200	£59.99
STAR LC24-200	£62.99
STAR LC24-20	£62.99
STAR SJ48	£49.99

JET BUBBLE JET

CANON BJ 10ex	£224.99
Upgraded version of BJ10e, the worlds biggest selling portable inkjet printer.	
CANON BJ 20	£319.99
More Features than the BJ10, includes Auto sheet feeder. Top selling-Highly Recommended	
CANON BJ 300	£374.99
80 column bubblejet provides laser quality output.	
CANON BJ 330	£499.99
136 column bubblejet.	
CANON Bubblejet cartridges	£17.99

PHOENIX PRINTER PACK
Supplied with ALL printers containing 1.8m std. printer cable, printer ribbons/cartridge and 250 sheets of paper absolutely **FREE**.

PRINTER ACCESSORIES

We have a large range of high quality printer accessories for all the printers we sell including:
dust covers from **£2.99** • Ink cartridges from **£13.99** • Mono ribbons from **£3.50** • Colour ribbons from **£7.99** • Printer stands from **£7.99**

SILICON CHIPS

Kickstart 2.04 ROM	£34.99
Kickstart 1.3 ROM	£27.99
NEW Super Denise	£29.99
Fatter Agnus 8372A	£34.99
CIA 8520A	£9.99

MEMORY CHIPS

4 Mb x 9 (-70) Simm	£90.99
1 Mb x 9 (-80) Simm	£27.99
256k x 9 (-80) Simm	£12.99
256k x 4 DRAM	£3.49
1 Mb x 4 (-80) Zip	£34.99
256k x 4 (-80) Zip	£29.99
1 Mb x 1 DRAM	£3.49

*This price is for 1 Mb of RAM
These chips cover practically every popular memory expansion or Hard Drive system on the market for the Amiga ie. GVP, SUPRA, MICROBOTICS, COMMODORE

"I must write to congratulate you on the efficiency of your mail order staff."
Robert S. Blair - Denmark

X-PA MEMORY EXPANSION

SUPRA 500RX the ultimate in Fast Ram expansion units. (Uses 256x4 Zips)	£99.99
8 Mb pop to 1 Mb*	£124.99
8 Mb pop to 2 Mb*	£149.99
8 Mb pop to 4 Mb	£209.99
8 Mb pop to 8 Mb	£309.99

VISION MONITORS

PHILIPS 8833Mk II	£194.99
Colour Stereo Monitor now including 'Lotus Turbo Challenge', and 1 years on-site warranty.	
COMMODORE 1085 SDI	£216.99
COMMODORE 1084 SDI	£199.99

All monitors are supplied with a **FREE** cable for connecting to your Amiga.

MONITOR ACCESSORIES

14" Dust covers	£4.99
14" Tilt & Swivel stand	£13.99
Anti-Glare filter screen	£19.99
A4 Copy Holder	£12.99

"This is the second time I have dealt with you and each time have had excellent service and rapid delivery"
Peter W. Beaumont - Huddersfield

DISKS MEDIA

Don't confuse these quality disks with others currently available. 3.5" 100% certified error free 70% clip. All disks include **FREE** high quality Phoenix labels

10	£4.99	200	£72.99
25	£12.99	500	£174.99
50	£22.99	750	£259.99
100	£39.99	1000	£339.99

TDK Branded disks- High performance media from the experts-box 10 with labels.

10	£5.99	100	£52.99
50	£26.99	500	£249.99

1000 Phoenix Disk Labels..... **£9.99**

WIRED LEADS & CABLES

Mid-Midi 2m	£3.99
Mid-Midi 3m	£4.99
Mid-Midi 5m	£5.99
Disk Drive ext.	£9.99
Modulator ext.	£9.99
Amiga-Scart	£9.99
Amiga-8833MkII	£9.99
Joystick long ext.	£4.99
Mouse/Joystick ext.	£4.99
Mouse/Joystick splitter	£4.99
*Serial/Modem cables	£9.99
*Amiga-Multisync	£9.99
*Amiga-Microvitec	£9.99
*Amiga-CPC monitor	£9.99
*Amiga-RGB/TV	£9.99
*SCSI Cable various	£9.99

Printer 1.8m..... **£5.99** Printer 2.0m HQ..... **£7.99**

*For full details of these cables or information regarding the right cable for the job call **0532-311684**. Custom built leads are no problem Phoenix.

PHOENIX 2 Meg RAM Upgrade Modules

A PHOENIX RAM module can expand your chip RAM up to 2 Mb by using the trapdoor expansion port. Extra RAM is necessary to unleash the incredible graphics capabilities of your Amiga. All our boards carry a full 2 year no quibble replacement guarantee. It's never been cheaper to upgrade!
1 Mb Fully populated RAM board..... **NOW ONLY £34.99**
1 Mb unpopulated RAM board..... **£16.99**

VIDEO MULTI-MEDIA

Rombo's Vidi Amiga 12 is the replacement for their complete colour solution bringing you the world's first mass market colour digitiser for **under £100**.

VIDI-AMIGA 12 **NOW ONLY £79.99**
Outstanding features and plenty of VFM! (Value for money)-Highly Recommended.

ROCGEN Plus **£129.99**
Quality features and performance-Recommended.

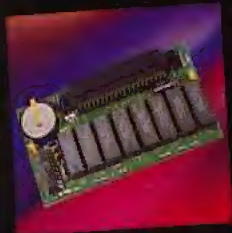
ROCKEY BY ROCTEC

The new chroma key unit - used in conjunction with a Genlock - allows you to superimpose live video over graphics or video-substitute the brightness portion of a video source with a keyed image. Embed live video in graphics!
Phoenix Price..... **£269.99**

TRAIL BLAZERS-WHAT'S NEW IN NOVEMBER 1992!

In this month's pre-christmas "TRAIL BLAZERS," we focus on some of the best products and peripherals currently re-released for the Amiga.

PHOENIX 1Mb A600 UPGRADE



Simply
the
Best!

£44.99

ROCTEC ROCLITE

This famous super slim drive has now been upgraded to include Anti-click and virus checker - We have reluctantly had to raise the price of this product due to the variance of the dollar rate. However to soften the blow we will include a FREE disk head cleaner worth £3.99

Phoenix price.....£64.99

FINAL COPY-UK VERSION

This powerful, unique WYSIWYG word processing package is the best value choice for your Amiga, sharing many of the features of full-blown DTP packages

Phoenix price.....£69.99

Be safe in the knowledge that you are buying the official UK version of the product from Phoenix. BEWARE of dealers offering "Latest version" of Final Copy. This may be American product and should not be sold in the UK!

OPAL VISION

Amazing new 24-Bit graphics card and video system for the Amiga 1500, 2000 and 3000. Includes software suite worth hundreds of pound. With an incredible performance, this is simply awesome.

Phoenix price.....£739.99

AMOS PROFESSIONAL

The most eagerly awaited software package of the year, has just received an award of 97% in CU AMIGA. Francois Lionet's superb creation has now evolved to include numerous new features developed from Amiga users ideas and feedback. Don't miss this six disk Bonanza!

Phoenix price£44.99

MICE & TRACKBALLS

NAKSHA Upgrade Mouse.....	£24.99
(With Operation Stealth, mat & holder)	
Roctec Mouse.....	£13.99
GOLDEN IMAGE Mega Mouse.....	£12.99
(Has just received 90% Amiga Format Gold Award)	
Optical Mouse.....	£29.99
High precision, pointing device.	
Crystal Trackball.....	£37.99
Infrared-Cordless-Mouse... NEW!	£47.99
(Rechargeable top selling innovation.)	
Optical Pen Mouse..... NEW!	£39.99
High Quality 8mm mouse Mats.....	£3.99

IMAGE SCANNERS

Powerful image processing tools for the office or the home environment.

POWER-Features include: 100-400 dpi • 64-Greyscales Thruport to printer • **FREE** Editing software.

Power Scanner v2.0.....£94.99
Power Scanner Colour.....£234.99

GOLDEN IMAGE-Hand Scanner Series
Features: 400 dpi • 256-Greyscale • Touch up and Merge it software.

AlfaScan£124.99
AlfaScan Plus£149.99
AlfaScan OCR (inc OCR Software).....£279.99

EPSON GT-6000 FLAT BED FULL COLOUR SCANNER-Plug into Amiga parallel port, 600 d.p.i. resolution, up to 16 million colours

Phoenix Price.....£989.00

ASDG-SOFTWARE-Scanning software comes in two forms, integrated into art development as a new module or used as a stand-alone programme.

Phoenix Price.....£109.99

ACCESSORIES

Control Centre.....£34.99
Heavy duty construction, rubber edging, perfect colour match, makes an ideal workstation for the A500/A500+ A 600 control centre now available.

DATA SWITCHES-(25 pin D type)
2 way.....£15.99
3 way.....£17.99
4 way.....£19.99

STORAGE:
90 Capacity BANX.....£11.99
150 Capacity POSSO.....£16.99
Disk Box 10 Cap.....£1.99
Disk Box 25 Cap.....£2.99
Disk Box 50 Cap.....£4.99
Disk Box 100 Cap.....£6.99
Disk Box 120 Cap.....£7.99
Top grade, heavy duty injection moulded boxes. Low cost, high quality.

AMIGA RELEASE 2

Now Only..

£79.99



The popular upgrade kit for 1.2/1.3 owners from Commodore is in stock and selling fast!

SOFTWARE

WORD PROCESSING / DTP	
Kindwords 3.....	£36.99
Final Copy 2 NEW!	£66.99
Professional Page 3..... NEW!	£129.99
Saxon Publisher..... NEW!	£189.99
Pagestream v2.2.....	£126.99
Pagestream Font pack 1.....	£44.99
Pen Pal 1.4..... SPECIAL OFFER	£39.99
Prowrite v3.X.....	£57.99
Quickwrite.....	£36.99
Wordworth.....	£79.99
Hot Links.....	£52.99

INTEGRATED PACKAGES

Gold Disc Office.....	£59.99
Mini Office..... NEW!	£39.99

CAD & DRAWING

Design Works.....	£53.99
Professional Draw 3..... SPECIAL OFFER	£79.99
Intro CAD Plus.....	£74.99
X CAD 2000.....	£99.99
X CAD 3000.....	£269.99

UTILITIES

Lattice 'C' v6..... NEW!	£214.99
A-Talk 3.....	£44.99
Cross Dos v5 (inc. Cross PC Emulator).....	£29.99
Diskmaster 2.....	£43.99
Dos 2 Dos.....	£29.99
Opus Directory.....	£29.99
Xcopy.....	£36.99
Quarter Back.....	£45.99
Quarter Back Tools Vs 5.....	£49.99

DATABASE

Superbase Pro 4.....	£164.99
Superbase Pro 2..... NOW ONLY	£39.99

VIDEO PRODUCTION/TITLING

SCALA 500.....	£79.99
SCALA Professional.....	£219.99
Big Alternative Scroller.....	£35.99
Broadcast Titler 2.....	£179.99
Font Pack 1 for Broadcast Titler 2.....	£88.99
Font Enhancer for Broadcast Titler 2.....	£88.99
Pro Video Post.....	£168.99
TV Show Pro.....	£51.99
TV Text Pro.....	£84.99

FRACTAL AND SPECIAL FX

Race Trace..... NEW!	£93.99
Deluxe Paint 4.....	£63.99
Deluxe Video 3.....	£71.99
Image Finder.....	£44.99
Pixmate.....	£43.99
Scenery Animator.....	£62.99
Vista.....	£43.99
Pro Vista.....	£71.99

ANIMATION

Take 2.....	£42.99
Image Master.....	£129.99
3-D Images.....	£36.99
Amos.....	£36.99
Amos Professional..... NEW!	£44.99
(97% in CU Amiga-Software release of the year)	
Amos Compiler.....	£21.99
Amos 3D.....	£25.99
Easy Amos.....	£22.99
Deluxe Paint 4.....	£63.99
Director v2.....	£71.99
Imagine v2..... NOW ONLY	£189.99
Map master for Imagine.....	£59.99
Presentation Master.....	£169.99
Surface Master for Imagine.....	£29.99
Showmaker.....	£142.99
Video Director.....	£107.99

PRESENTATION & SLIDE SHOW

Can Do v1.6..... NEW!	£72.99
Art Department Pro v.1.....	£143.99
Art Department Pro Conv. Kit.....	£57.99
Can Do It V.I.G.....	£94.99
Hyper Book.....	£44.99

ACCOUNTING

Personal Finance..... NEW!	£29.99
Arena Accounts.....	£83.99
Home Accounts 2.....	£39.99
System 3.....	£43.99
Cashbook Combo.....	£57.99

PHOENIX PRODUCTS

MOUSE/JOYSTICK SWITCH.....£13.99
Don't damage your Amiga's ports! This device saves wear and tear makes switchover FAST, and does NOT require power unlike many others.

COMPUTER/VIDEO SCART SWITCH.....£19.99

Flip between Video/computer signals at the push of a button.

Phoenix Stereo speakers..... **NEW!** £29.99

Superb sound and excellent dynamics. These two-way stereo Hi-Fi speakers are an Amiga standard-Excellent companions on any gaming soiree!

DISK DRIVES 3.5"

All drives feature super slim design, enable-disable switch, thru port and come with a 1 year replacement guarantee!

Phoenix Deluxe Drive.....£47.99

Roctec Roclite..... **NEW!** £64.99

This famous drive has now been upgraded to include Anticlick and Virus Checker

Disk head cleaner.....£3.99

FREE FAST UK DELIVERY

NEXT-DAY COURIER ONLY £4.50

MUSIC AMIGA MUSIC

Attention all you music lovers! Phoenix have kept this unbeatable music deal running for you throughout the Christmas period.

MUSIC-X Jnr....only £15.00

When purchasing either a Phoenix Stereo Sampler or Pro Midi 2 Interface Please Note: this is a limited offer only while stocks last!

STEREO SAMPLER..... **NOW ONLY** £29.99

Combines ease of use with state of the art analogue to digital conversion technology (inc. **FREE** sample editing software +audio lead)

PRO-MIDI 2 INTERFACE.....£24.99

This fully featured professional quality midi interface is very flexible giving semi-patch bay facilities. It has five ports in, out, thru and two switchable out/thru. (inc. **FREE** midi lead)

GVP DIGITAL SOUND STUDIO.....£54.99

High quality sound sampler for all Amiga Computers Amiga Music Made Easy-Only from Phoenix!

A 570 CD ROM

This essential add-on has finally arrived, suitable for A500/A500+, A570.

Phoenix price... **ONLY** £329.99

SAME-DAY DESPATCH

on Credit card orders/ bankers draft/ building society cheque/Postal orders.

ALL PRICES INCLUDE VAT



PHOENIX - MAIL ORDER AT IT'S BEST!

Tel: 0532 311932

PHOENIX, UNIT 19, ARMLEY PARK COURT, STANNINGLEY ROAD, LEEDS LS12 2AE.

Please make cheques payable to PHOENIX. Allow 5 working days for cheque clearance. BFPO welcome.

NORMAL OPENING TIMES: Mon-Sat 9.00am-6.00pm FAX: 0532 319061E&O.E.

Have you ever rued the fact that you didn't continue your music lessons because the teacher was either a psychotic animal who couldn't take your lack of ability as anything other than deliberate, or because the lessons were too dull? Well it's lucky for you that **Amiga Format** and **Mindscape** have joined forces to produce one of the most musical and educational (yet still strangely fun) competitions we have ever seen. Flex your fingers, tidy your tails, and prepare to enter a whole new world of music as you prepare to enter the competition of the month. It's your chance to win one of four £300 Miracle keyboard systems...

The Grand Amiga For Win a Miracle key

The prize...

The Miracle system is one of the cleverest ideas we've seen for the Amiga – we gave it a 93 per cent rating in *Amiga Format* back in Issue 32.

Along with the genuine synthesiser keyboard, with three octaves and 128 different voices, it includes a suite of amazing software. This takes you step-by-step through the basics of keyboard playing, assessing your performance as you go along, pointing out your mistakes and helping you to avoid them.

The system is aimed at anyone who has ever wanted to learn to play a musical instrument (but was scared off by vicious, pencil-on-the-knuckle-wielding teachers). It lets you go at your own pace and really is quite amazing!

The idea...

All you have to do is find the right answers to the 10 Miracle-related questions you find to the right of this spread. Then stick the answers down on the back of a postcard or a stuck-down envelope along with your name and address, and post it to us at the address below, to arrive before the closing date of December 15.



The address

When you've got the answers, stick them on a postcard or stuck-down envelope, remember to add your name and address and send them to Miracle Compo, *Amiga Format*, 29 Monmouth Street Bath BA1 2DL to reach us by December 15 1992. Best of luck!

The rules

You can enter as many times as you like provided each entry is posted separately. The winners will be drawn out of a hat after the closing date and the first four correct entries win a Miracle system.

Winners will be notified by post and names printed in the February 1993 edition of *Amiga Format*. No-one associated with Future Publishing, Mindscape or Software Toolworks may enter.

The judges' decision is final and no correspondence will be entered into. No cash or other alternative prize will be offered.

at Quiz for December board tutor system!



The questions...

- 1** When it was released last year, the Miracle was widely advertised on TV and in magazines. What was the slogan?
- 2** Which duo had a hit with *The Miracle of Love (Comes This Way Again)* in December 1986?
- 3** Who went to number 13 in the charts in May 1982 with *Promised You a Miracle*?
- 4** Who had a number 4 hit with *It's a Miracle* in March 1984?
- 5** Which rock band reached only a disappointing number 21 in the pop charts with *The Miracle* in December 1989?
- 6** *Miracle* reached number 30 in November 1990, for who?
- 7** Whose backing group was called The Miracles?
- 8** Penicillin was said to be a miracle cure. Who discovered it?
- 9** Who directed *The Miracle of Morgan's Creek*?
- 10** Who directed *The Miracle Woman*?



DYNAMITE COMPUTERS

AMIGA A500 PLUS

1Mb A500 version 2.04 complete with leads, p.s.u. etc.

ONLY £254.95

Above with 2Mb Ram **£279.95**

AMIGA A600 FD

1Mb A600 complete with leads, p.s.u. etc.

PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £254.95

Above with 2Mb Ram (Expansion includes clock)

£284.95

THE WILD, THE WEIRD & THE WICKED

A600 Value Pack from Commodore includes Deluxe Paint III, Formula 1 Grand Prix, Putty and Pushover

PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £309.95

Above with 2Mb Ram (Expansion includes clock)

£339.95

AMIGA A600 HD

1Mb A600 with 20Mb Hard Drive.

PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £424.95

Above with 2Mb Ram **£454.95**

EPIC/LANGUAGE PACK

A600HD Value Pack from Commodore includes Deluxe Paint III, Epic, Myth, Rome and Trivial Pursuit

PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £439.95

Above with 2Mb Ram (Expansion includes clock)

£469.95

A600 80Mb HD PACK

DYNAMITE EXCLUSIVE

1Mb A600 with built-in 80Mb Hard Drive. Complete with leads, etc.

ONLY £499.95

Above with 2Mb Ram (Expansion includes clock)

£529.95

AMIGA 1500

Latest 1Mb 2.04 version complete with mouse, leads, etc. (requires modulator for TV use)

ONLY £479.95

1500 HOME ACCOUNTS PACK

As above plus The Works - Platinum Edition, Home Accounts, Toki, Elf, Puzznic & DPaint III

ONLY £524.95

AMIGA 3000

Latest V2, 25MHz, 2Mb Ram, 52Mb Hard Drive, 3 1/2" Floppy.

Complete with Wordworth 1.1 and Amiga Vision.

PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £1299.95

Above with 105Mb Drive

£1479.95

AMIGA 4000

New multi-media system 6Mb Ram, 40Mb HD, AmigaDOS 3.

PLUS 1 YEARS ON SITE MAINTENANCE

ONLY £1979.95

Above with 120Mb Drive

£2099.95

A570 CD ROM

CD Drive for A500/A500+ Super low price...

ONLY £259.95

CDTV

CDTV complete with infra-red remote, leads, etc.

ONLY £354.95

CDTV MULTIMEDIA PACK

As above plus keyboard, infra-red mouse, 3.5" drive, Workbench Disks, Welcome CD

ONLY £354.95

MONITORS

GOLDSTAR 14"

TV Monitor complete with remote control & sleep timer

ONLY £154.95

Amiga cable for above **£4.95**

PHILIPS 8833 MkII

Simply the best value stereo colour monitor. UK model complete with 1 years on-site maintenance.

ONLY £169.95

Amiga cable for above **£4.95**

Lotus Turbo Challenge 2 **£6.95**
(when bought with 8833)

CBM 1084S

Commodore's official stereo colour monitor for the Amiga.

ONLY £174.95

Amiga cable for above **£4.95**

CBM 1935

14" SVGA colour monitor .28 Dot Pitch

A MUST FOR A3000/4000

ONLY £254.95

Amiga cable for above **£4.95**

CBM 1960

14" Multiscan SVGA colour monitor .28 Dot Pitch

ONLY £409.95

Amiga cable for above **£4.95**

MONITOR ACCESSORIES

A4 Copy Holder **£3.99**

14" Monitor Dust Cover **£3.99**

12/14" Screen Filter **£6.99**

14" Tilt & Swivel Stand **£9.99**

View Centre/Monitor Stand **£24.95**

View Centre/Control Centre **£29.95**

FLOPPY DRIVES

CUMANA CAX 354

Reputation speaks for itself

ONLY £49.95

POWER PC880E

Solid Drive with anti-click

ONLY £49.95

ROCTEC ROCLITE

New superslim drive now with anti-click & virus checker

ONLY £54.95

POWER PC880B

With anti-click, virus checker and built in blitz copier

ONLY £59.95

HARD DRIVES

GVP HD8 A500

52 Meg Hard Drive **£319.95**

80 Meg Hard Drive **£369.95**

120 Meg Hard Drive **£409.95**

Additional 2Mb Ram for above **£39.95**

Additional 4Mb Ram for above **£79.95**

Additional 8Mb Ram for above **£99.95**

GVP A530 COMBO

52 Meg Combo **£639.95**

80 Meg Combo **£659.95**

120 Meg Combo **£729.95**

213 Meg Combo **£919.95**

GVP HC8 1500/2000

52 Meg Internal **£264.95**

80 Meg Internal **£329.95**

120 Meg Internal **£394.95**

Ram upgrades available for A530

Combo and HC8 internal - Phone for details.

WITH OUR PRICE BLASTER PLEDGE WE CANNOT BE BEATEN ON PRICE-ORDER NOW

9am - 8pm ORDER HOTLINE...

0234 214212

1
MAIL ORDER BARGAINS START HERE!

Price Blasters Pledge

Over the past year we have continually provided the best possible price coupled with the best possible service. That's why commencing from November we are introducing the Price Blasters Pledge....

In the unlikely event you are able to purchase any advertised item cheaper elsewhere we will not only match that price but will also send you a £5 Gift Voucher with our compliments*

*Subject to terms and conditions of sale (see page 4)



MEMORY/CHIPS/SPARES

RAM EXPANSION

A500 1/2 Meg no Clock.....	£14.95
A500 1/2 Meg with Clock.....	£17.95
A500 Plus 1 Meg Expansion (upgrades A500 Plus to 2 Meg)	£27.95
A600 1 Meg Expansion no Clock.....	£39.95
A600 1 Meg Expansion with Clock.....	£34.95

ROM SHARER/ROM

Keyboard Rom Sharer	£16.99
Keyboard Switchable Rom Sharer	£19.99
Kickstart 1.3 Rom	£21.99
Kickstart 2.04 Rom	£32.99

EXTERNAL RAM UPGRADES

Made by Power Computing Expandable up to 8 Meg, fully auto- config with thru-port. Suitable for any A500/A500+	
2 Meg Ram Board	£104.95
4 Meg Ram Board	£164.95
8 Meg Ram Board	£279.95

AMIGA CUSTOM CHIPS

CIA 8520A.....	£6.99
Super Denise	£20.99
Fatter Agnes 8372A	£29.99

ESSENTIAL SPARES

T.V. Modulator.....	£24.95
Replacement Power Supply	£34.95
Replacement Internal Drive	£39.95
Replacement Quality Mouse.....	£9.99
Mouse/Joystick Switcher Box Unit.....	£9.99

STAR PRINTERS

LC-20

9 Pin Mono, 180/45 CPS
ONLY £116.95

LC 100 COLOUR

9 Pin Colour, 180/45 CPS
ONLY £149.95

LC 24-100

24 Pin Mono, 192/64 CPS
ONLY £164.95

LC 200 COLOUR

9 Pin Colour, 185/45 CPS
ONLY £166.95

LC 24-20

24 Pin Mono, 180/60 CPS
ONLY £176.95

SJ 48 INKJET

True LQ Printer, 100 CPS
ONLY £194.95

LC 24-200

24 Pin Mono, 220/55 CPS
ONLY £196.95

LC 24-200 COLOUR

24 Pin Colour, 220/55 CPS
ONLY £239.95

CITIZEN PRINTERS

120D+

9 Pin Mono, 120/25 CPS
2 year guarantee
ONLY £107.99

SWIFT 9

9 Pin Mono with colour option, 160/40 CPS
2 year guarantee
ONLY £159.99
Colour version £166.95

SWIFT 200

24 Pin Mono with colour option, 180/60 CPS
2 year guarantee
ONLY £189.99

SWIFT 200 COLOUR

24 Pin Colour, 180/60 CPS
2 year guarantee
ONLY £219.95

SWIFT 240

24 Pin Mono with colour option, 200/66 CPS
2 year guarantee
ONLY £249.95

SWIFT 240 COLOUR

24 Pin Colour, 200/66 CPS
2 year guarantee
ONLY £264.95

ESSENTIAL PRINTER ACCESSORY PACK

- Amiga to Printer Cable
- 500 sheets continuous paper
- Universal printer stand
- Printer driver disk

ONLY £9.99
when purchased with printer

**TURN PAGE
FOR MORE
BARGAINS**



BEST POSSIBLE ADVICE, BEST POSSIBLE SERVICE & BEST POSSIBLE PRICE—ORDER NOW

9am – 8pm ORDER HOTLINE...

0234 214212

CHECK OUT OUR TOP 20 OVERLEAF!

2

MISSION STATEMENT

Now is the winter of our discontent! The A1200 is raring to go, promising to herald a new reign of the Amiga as supreme being in the computer world; the A600 gets its smart cards, enabling it to pack a punch that'd knock an ST for six; and the A4000 comes down from the clouds to laugh heartily at all things PC-compatible...

So why is there a dark cloud hanging over Christmas (apart from the obvious reasons that we're all either unemployed, skint or both)? Because the promised House of Commons Select Committee on 'Putting the punch back into games' has failed to materialise. Why? Because the MPs and bureaucrats in the Ministry of Fun don't know an A600 from the M25, that's why. Even the Rt Honourable Member for Batley and Spen can only get to level two on Zool and, as for the PM, well, he's been seen trying to plug MegaDrive carts into the A500's trapdoor. The only semi-computer-literate MP is the Chancellor of the Exchequer, and he's got a virus on his copy of ProCalc (and the country is beginning to notice its effects).

It's a shambles. There's no-one official that knows a jot about your favourite hobby. No-one to tell you the good games to get, or the bad ones to avoid. No-one, that is, apart from *Amiga Format's* Screenplay. So this Christmas ignore all the console-pluggers, *Sonic*-slaves and Mega-beggars - they're all wrong and they're after your hard-earned, fast-diminishing dosh. Stick with your Amiga - it's a much better machine - and stick with us!

Screenplay

Welcome to the heart of the Amiga games world. If you want to know what the best and worst games are, look no further. We've taken the very latest games and put them on trial before our panel of kangaroo court judges...



Classic Cheapies

What happens to a seriously amazing game when it stops being available at full price? Does it mysteriously vanish to that great game graveyard in the sky? Will it only live on in the collections of those few lucky people who bought a copy while they had the chance? Luckily, no! Many of the greatest games in gaming history are resurrected and revived to live a reincarnated life... and they're even better value, because they come out on a budget label at less than half the price! So here's your guide to the very best games ever, cheap!

Page 83

THE REST OF THE BEST - THIS MONTH'S TOP TITLES

Road Rash



As if bikers haven't got a bad enough rep already, Electronic Arts continue the myth that they're all a bunch of dead 'ard nutters, not averse to a bit of the old ultra-violence. We take the racing line, all the way to the end of the road, to find out if *Road Rash* is just an excuse for mindless mayhem on two wheels. And guess what... it is! **Page 116**

Pinball Fantasies



Following on from the success of *Pinball Dreams*, 21st Century go one better with *Pinball Fantasies*. In case you hadn't already guessed, it's another pinball simulator, but this time it features multi-level tables with three flippers and tons of extras too. Find out why we've all become pinball junkies once again ... **Page 128**

Caesar



Shock of the month? Let's face it, Impressions haven't had what you'd call the greatest reputation for brilliant games, but that may all be about to change. Find out what it was like to be a Roman governor, rule the world and still have time for a quick bath before tea. *Caesar* turns out to be the best thing in decades... **Page 92**

Sabre Team



To those in the know, a sabre team is a group of crack SAS soldiers on a top secret mission. To those who don't know, *Sabre Team* is a new game from Krisalis, which puts you in charge of said SAS soldiers. Is it all action, or a study in strategy? Permission to turn to the review to find out, sir! Permission granted - double-time it to... **Page 132**

THE REVIEWERS

TIM SMITH

"A copy of *Player Manager* because I think Graham Taylor stole mine, though I don't think he worked out how to use it!"

KARL FOSTER

"I want *Carrier Command 2*, but nobody's written it! Blast! I'll just have to go back to *Carrier Command* on budget, then."

PAT MCDONALD

"*Caesar's* the geezer to please ya, mate. But don't blame me if it keeps you up so late you can't get into work the next morning."

ASAM AHMAD

"Kick Off 3, please, but I don't expect it'll be ready. Never mind, I'll play *Sensible Soccer '93*."

CLARE HODGSON

"*Road Rash* because I like the bit where you hit them across the head a baseball bat."

PAUL TYRRELL

"*Lemmings 2* is the one I've been waiting for, but I'm not sure if it's any good yet."

ED RICKETTS

"I want the 1200 version of *Civilization*. Then I want a 1200 to play it on."

ANDY LOWE

"Er, I'm not sure - I think *Putty* could be worth it, or perhaps *Zool*. Or maybe Nigel Mansell and a Freewheel steering wheel. Or maybe..."

NEIL WEST

"Um, I think I'd like to wake up to a copy of Madonna's *Sex* book. Oh, you mean games, well, in that case, Madonna herself, probably. You didn't mean that either, did you?"

From the programmers of 'DUNE'

KGB

BUREAUCRACY KILLS

**THE SOVIET
UNION.**

August 1991.

**The worlds
most powerful
secret organization
is about to go out
of control...**



PC & Amiga

Screenshots may be taken from a different version
KGB the games, (C) CRYO Interactive Entertainment
(P) 1992 Virgin Games, Ltd. All rights reserved.

Virgin Games Ltd, 338A Ledbrooke Grove, London W10 5AN



The introduction of the 'budget label' has, without doubt improved the lot of Amiga users. Not only can you now pick up some absolutely classic games, that you might have missed first time around, but you can also get them at bargain-sized, pocket-money price-tags.

Most software houses now have budget labels, and some have even found the newly priced software sells so well that they have have started to produce new games that first sell at a budget price.

It's generally thought that budget games are inferior to their full-price counterparts, but this isn't always the case. We've looked at the entire range of budget software, and picked out the classics. The list is in order of quality, taking into account all aspects of the games, including durability, playability, graphics and sound. So settle back and take your pick...

These days Amiga games tend to be a wee bit on the expensive side, and buying the latest and greatest titles can leave a big hole in your pocket. If you are prepared to wait a while, though, you'll find certain titles will appearing on budget labels at much lower prices. **Andy Nuttall** discovers that there's plenty going on in the world of...



Budget Classics



Rainbow Islands

The Hit Squad (Ocean)
£7.99

A superb conversion of the classic coin-op platform game. Control Bub'n' Bob as they travel through the seven Rainbow Islands attempting to escape the rising flood-tide. Incredibly bright, colourful graphics and maddening tunes combine with fluid gameplay to create one of the best games the Amiga has ever seen. Great value at full-price; on budget it's a must.



Pang

The Hit Squad (Ocean)
£7.99

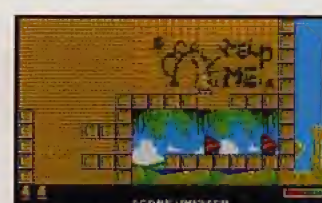
This game caused a minor storm when it was released into the arcades, and the Amiga conversion is very true to the original. You have to shoot the bubbles (or balloons) as they bounce around the screen, but watch out because they fragment and scatter when hit. A classic example of a winning formula - a simple idea translated into a stupendously addictive game.



Bubble Bobble

The Hit Squad (Ocean)
£7.99

The forerunner to *Rainbow Islands*, *Bubble Bobble* has much the same gameplay. Controlling a tiny dinosaur, with an optional second player controlling a similar creature, you must negotiate a large number of levels filled with nasties and bonuses. Not as expansive as its successor (*Rainbow Islands*) but still has very polished presentation and colourful graphics. A great buy.



New Zealand Story

The Hit Squad (Ocean)
£7.99

Take a series of beautiful backdrops, some jolly tunes, a host of nasties and a small yellow kiwi, mix it with a large dollop of playability and what do you get? A perfect-ish conversion of the arcade classic *New Zealand Story*. Loads of platforms and levels, it follows the usual format of the platform genre, but includes some original points.



International Karate Plus

The Hit Squad (Ocean)
£7.99

A relatively old but very playable kind of beat-em-up, *IK Plus* really did set new standards when it was first released, and it's still one of the best games of its kind. You control a karate expert as he battles his way through several opponents in order to reach the master. Get your mate to take the controls of the opponent and it's a brilliant two-player game.



James Pond

GBH (Gremlin)
£7.99

An aquatic spoof on the classic secret agent stories, *James Pond* is a great twist on the platform shoot-em-up formula. Your job is to control Pond and help him complete 12 different underwater missions. Superb, cute graphics and bubbly sound-effects are definite plus points of the game, and Pond himself is very easily controlled. It's large and it's fun to play. Get it now.



Turrican 2

Kixx (US Gold)
£7.99

Control your robot as it roams around five huge levels carrying a variety of exciting and unusual weapons, killing everything that moves. Great for a no-holds-barred blast-em-up, but the levels are just that bit too big, and the gameplay becomes a little repetitive after a while. Still a good example of the genre, though, and worth a place in any-one's collection.

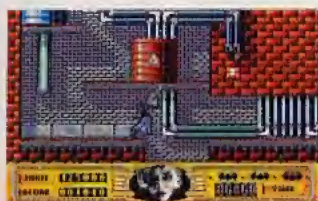


Supercars 2

GBH Gold (Gremlin)
£9.99

A game which has become a cult classic, *Supercars 2* is the predecessor to Gremlin's own *Lotus Challenge* series of games. It's only just been released on their budget label, though, so turn to our review on Page 88.

Turn to
page 88
for more



Batman The Movie

The Hit Squad (Ocean)
£7.99

A great arcade action game comprising five very different levels, including two platform-style sections where Batman must try to reach the Joker, a 3D driving and a flying game where you must steer the Batmobile and Batwing through the streets of Gotham, and there's also a puzzle game. Action-packed, fun to play, and great value for money.



Lotus Esprit Turbo Challenge

GBH Gold (Gremlin)
£9.99

A one- or two-player 3D race game that set a standard on the Amiga which remains very difficult to beat. Superb fast-moving graphics and a large number of options make this a game not to be missed. Surpassed by its successor (*Turbo Challenge II*), but until that's released on budget, this is an extremely viable option if you're after a car-racing game.



Wizball

The Hit Squad (Ocean)
£7.99

An age-old game that spawned the recent *WizKid*, *Wizball* was one of the original releases from the now-infamous Sensible Software team. Take control of the wizard as he and his cat try to collect enough paint to turn the various levels into glorious technicolour. Beautiful graphics, and unusually challenging puzzles constitute a great game in anyone's book.



Indiana Jones & The Last Crusade

Kixx XL (US Gold)
£14.99

In the style of the movie of the same name, this is an incredibly user-friendly adventure with great graphics and subtle humour. The puzzles are rather challenging, but the gameplay can become a little stale, especially when compared to the later *Monkey Island* games from the same software house. Definitely worth a look though.



Ultimate Golf

GBH (Gremlin)
£9.99

A superbly accurate golf simulation, which offers some excellent options and is great fun to play. Although it was surpassed in quality by later games such as *PGA Tour* and *Links*, it's still a great game in its own right. Also, importantly, it costs less than a tenner. It's a toss-up between this and *Leaderboard* for the best budget golf game, but you could do much worse.



World Class Leaderboard

Kixx (US Gold)
£7.99

I'm almost tempted to just ask you to read the review on the left, because almost the same applies here. *Leaderboard* was, for a good number of years, the definitive golf game over a wide range of home computers; but it was left behind in the wake of the later golf games to appear on the Amiga. Very good for eight quid though.



F-16 Combat Pilot

Action 16 (Digital Integration)
£9.99

One of the original flight simulations on the Amiga, *F-16's* display is half-filled by a million dials. Most of them are pretty essential if you want to stay in the air, so you'd better make sure you have either got a degree in patience or a propeller strapped to your head before you try taking off in this.

It still takes some beating by the up-and-coming flight simulations on the market.

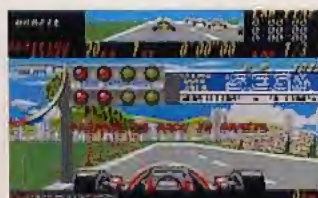


Super Hang On

The Hit Squad (Ocean)
£7.99

A classic motorbike racing game which is a near-perfect conversion of the arcade original. Fast-paced with very smooth graphics, *Super Hang On* provides thrills and spills which have only been surpassed by the very best in Amiga racing games.

The grand old daddy of Amiga racing games, and at this price makes a visit to your local software shop very worthwhile.



Super Monaco GP

Kixx (US Gold)
£9.99

An excellent conversion of the arcade coin-op, *Super Monaco* on the Amiga actually manages to improve on the original game with the addition of three extra tracks. Breakneck speed and strong graphics all combine to make a very playable and very intensive Formula One racing game. It provides a real challenge to even the most hardened of race addicts.



Voyager

The Hit Squad (Ocean)
£7.99

A filled, 3D-vector, polygon-based game, *Voyager* really paved the way for many similar style games to follow. Combining various shoot-em-up elements with an explorational theme, it manages to create a tense and nervous atmosphere which adds a lot to the slightly simplistic gameplay. Great to look at, though a bit dated, but it's still fun to play.



Team Suzuki

GBH (Gremlin)
£7.99

An incredibly fast-paced motorbike racing game with some great 3D graphics. The only thing *Team Suzuki* is let down by is its over-sensitive controls. It looks very impressive, even by today's standards, but it has been surpassed in terms of gameplay by *Indy 500* and *Formula 1 GP*. At only eight quid, though, it's a really good addition to a racing fan's collection.



Switchblade 2

GBH Gold (Gremlin)
£9.99

This polished but ageing platform game is still more than popular today because of its authentic coin-op graphics and arcade platform style. And it's only recently released on budget - something of a bargain!

Turn to
page 88
for more

APEX WILL BACK-UP ALL KNOWN SOFTWARE - GUARANTEED !!!
ESSENTIAL FOR ALL AMIGA A500/A500+ & A600 USERS



new!!

APEX

£34.95
INCLUDING P/P & VAT



THE MOST POWERFUL DISK BACK-UP SYSTEM SINCE THE MAC II
THERE IS NO SOFTWARE THAT CANNOT BE COPIED USING APEX

FEATURES:

THE MOST COMPREHENSIVE BACK-UP SYSTEM EVER DESIGNED FOR THE AMIGA INCORPORATING AST (ADVANCED SYNCRO TECHNOLOGY) - EASY TO USE QUICK & EASY TO INSTALL - BACKS UP OTHER FORMATS IBM, ATARI, MAC ETC EASY TO FOLLOW ILLUSTRATED MANUAL WITH COPYING TECHNIQUES

ORDER APEX NOW & BACK-UP ALL YOUR SOFTWARE - GUARANTEED

ADDAX - ADDHARD

THE ULTIMATE RAM EXPANSION
AMIGA A500/A500PLUS

FEATURES

- EXTERNAL FITTING
- JUST PLUGS IN!!!
- AUTO-CONFIGURE FOR 2Mb-4Mb-8Mb
- BUS THROUGH PORT
- ULTRA LOW POWER
- NO EXT PSU REQUIRED
- FULLY BUFFERED ADDR AND DATA BUS
- ZERO WAIT STATES
- GURU FREE!!!
- SLIMLINE CASE
- STYLED TO THE AMIGA
- HIGH DENSITY DRAM
- LATEST TECHNOLOGY
- ALLOWS CREATION OF LARGE & FAST RAM DISKS

WILL NOT INVALIDATE
COMMODORE WARRANTY

**JUST PLUG IN &
AWAY YOU GO!**
- SIMPLE ! -

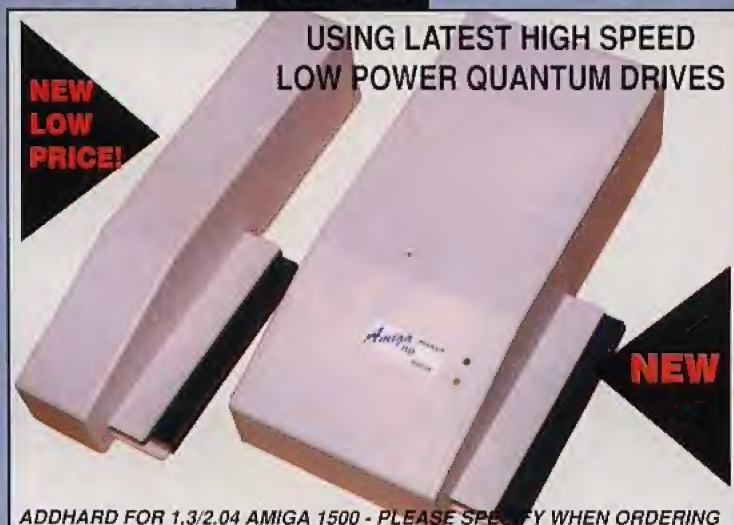
**AMIGA
DOMINATION**

COMPLETE HARD DRIVE SYSTEM FOR THE
AMIGA A500/A500PLUS

OUTSTANDING FEATURES

- NEW QUANTUM DRIVE
- VERY HIGH SPEED LOW POWER
- SMALL SLIMLINE UNIT
- VERY LOW NOISE OPERATION
- NO EXT PSU REQUIRED
- BUS THROUGH PORT
- AUTOBOOT 1.3/2.04
- COLOUR MATCHED
- STYLED TO THE AMIGA
- FACTORY SET - EASY TO INSTALL!!
- EASY TO USE!!
- WILL NOT INVALIDATE WARRANTY
- SETUP SOFTWARE & HD UTILS DISK

**HIGH QUALITY
LOW PRICES!**



ADDHARD FOR 1.3/2.04 AMIGA 1500 - PLEASE SPECIFY WHEN ORDERING

AX502	2MB	EXP	£115	PARTIALLY POPULATED UNITS EXPAND TO 8MB WITH 2MB INCREMENTS SOLD AT £69.95 PER 2MB	ADDHARD52	52MB	£279
AX504	4MB	EXP	£165		ADDHARD105	105MB	£395
AX508	8MB	EXP	£265				

APRIL AMIGA FORMAT - "BEST BUY - HIGH QUALITY LOW PRICE"

AMIGA A500 1/2 MEG UPGRADE - £17.95 **CLOCK £19.95** **NEW LOW PRICES!!**
1.3/2.04 ROM SHARER £15 - AUTO-JOYSTICK SWITCHER £12.95

NEW!

AMIGA A600 1MB EXP £42.95 **CLOCK £44.95**
GAME-BUSTER **£24.95**

AT LAST THE CHANCE TO SLOW DOWN YOUR GAMES OR FREEZE THEM SO YOU CAN BEAT THEM - PLAY TO WIN! PLUGS INTO A600 PORT-EASY-WITH SLOWDOWN ADJUST!

ALL PRICES INCLUDE VAT & P/P - NORMALLY DESPATCHED WITHIN 48HRS - 1 YEAR WARRANTY
FOR FURTHER INFORMATION ON OUR PRODUCTS SEND A SAE OR CALL OUR HELPFUL SALES DEPT. YOU CAN ALSO PURCHASE OUR PRODUCTS FROM YOUR LOCAL DEALER BY ASKING HIM TO CALL US DIRECT - NOW.

Only from ASHCOM, DEPT AF12, 10 The Green, Ashby-De-La-Zouche, Leicestershire LE6 5JU
MON-FRI 9.00-5.30 **Telephone: (0530) 411485 (24hrs) Fax: (0530) 414433** **MON-FRI 9.00-5.30**
SAT 9.30-2.00 **SAT 9.30-2.00**

Amberstar

OUT NOW FOR
PC, AMIGA
AND ATARI ST!





Rick Dangerous

Kixx (US Gold)

£7.99

An unashamed platform game that manages to stick to the rules of scrolling shoot-em-ups like glue. You take control of the hero, Rick, who is an intrepid adventurer who must traverse a number of levels at the same time as shooting baddies and avoiding traps. OK, so it sounds like the same old story – and yes, it is – but it's exciting, fast, and very playable.



Resolution 101

GBH (Gremlin)

£7.99

A fast-moving and a very pretty game, *Resolution 101* is a 3D game in which you play a criminal who has been released in order to kill another criminal. Yes, I'm afraid it's strange story-line time again, but in this case it's totally excusable because the game's really great. Lacking slightly in variety, but with a strong plot and fairly atmospheric graphics.

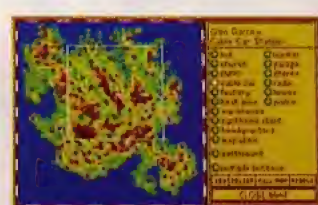


Flight Of The Intruder

Action 16 (Digital Integration)

£14.99

This game puts you in control of a Grumman A6 fighter plane, an aircraft that played a large part in the Vietnam war. Coincidentally, that's exactly where this game is set. You must fly the plane from an aircraft carrier and perform several missions within enemy territory. A highly realistic simulation requiring a cool nerve and quick reactions.



Midwinter

Kixx XL (US Gold)

£12.99

With excellent 3D graphics and an element of strategy, *Midwinter* is a vast game set in a new Ice Age on Earth. You must control a team of 32 survivors as they fight for survival against both the elements and hostile invaders who want your land. It's not easy to win, but it can be very rewarding when you achieve your goals. Definitely worth a look.



Falcon

Action 16 (Digital Integration)

£14.99

One of the all-time classic flight simulations, *Falcon* combines fast action with a myriad of controls to create an atmosphere as close to flying a plane as you can get without buying a Rediffusion simulator. You must pilot a Falcon fighter aircraft and try to blast as many enemies as you can. Although it's expensive for a budget title, it's very realistic and well worth the money.

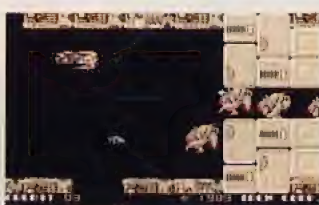


Spy Vs Spy

Wicked Software

£7.99

A very old game that owes its heritage to the 8-bits. You control a spy as he races around an embassy searching for pieces of a missing rocket. Not much is added for the 16-bits, so for the single player this is a bit of a joke by today's Amiga standards. For two players it's worth a look – there's nothing like blowing your mate up or setting fire him for an evening's worthwhile fun.



R-Type

The Hit Squad (Ocean)

£7.99

A neat conversion of the classic Japanese coin-op shoot-em-up, *R-Type* also spawned many similar games (including *R-Type 2*) which managed to improve on it in terms of both gameplay and graphics. OK, so it's not all that new, but for a piffling eight quid this is a horizontally-scrolling megablast that should keep you occupied and entertained for hours on end.



Battlehawks 1942

Kixx XL (US Gold)

£12.99

Based on the sea battles between the Japanese and the Americans during the Second World War, *Battlehawks* combines strategy wargaming elements and flight simulation to produce a game that is both exciting and fun to play. It does get a little bit complicated as you go further into the plot, but if you can handle the pressure it'll pay great dividends in the end.



Carrier Command

Kixx (US Gold)

£9.99

This superb aircraft carrier simulator may be a little old now, but it's still very good to get it out of the cupboard and have a good sail around the ocean, complete with both air and sea assault craft. Sequel now!



Castle Master

The Hit Squad (Ocean)

£7.99

Written using the pioneering Freespace system by Incentive, *Castle Master* stretches the system to the limit. You play a knight whose twin brother has been kidnapped by a dragon and imprisoned in a castle. You must make your way through the castle, armed with a handful of rocks, and try to free the captive. It isn't easy and requires a good deal of lateral thinking.



Shoot-'Em-Up Construction Kit

GBH (Gremlin)

£9.99

An ageing but still very usable utility that enables you to create your own shoot-em-up games with the greatest of ease. It shows its 8-bit ancestry in parts, but it's full of useful features which are very simple to use. These, coupled with the well-written manual, make this a program that all Amiga owners should have.



Summer Games

Kixx (US Gold)

£7.99

Originally written on the C64, *Summer Games* is the original in the *Games* series from Epyx (this includes *Winter Games* and *California Games*). The gameplay on the C64 was superb, as were the graphics. The Amiga version retains the gameplay, but improves the graphics, so making a great game. It has aged somewhat, but at this price it's great – especially in two-player mode.

Turn to
page 88
for more



Rick Dangerous

Kixx (US Gold)
£7.99

An unashamed platform game that manages to stick to the rules of scrolling shoot-em-ups like glue. You take control of the hero, Rick, who is an intrepid adventurer who must traverse a number of levels at the same time as shooting baddies and avoiding traps. OK, so it sounds like the same old story – and yes, it is – but it's exciting, fast, and very playable.



Resolution 101

GBH (Gremlin)
£7.99

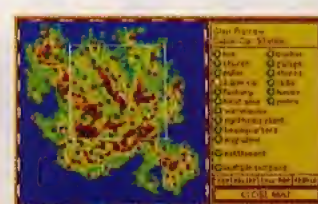
A fast-moving and a very pretty game, *Resolution 101* is a 3D game in which you play a criminal who has been released in order to kill another criminal. Yes, I'm afraid it's strange story-line time again, but in this case it's totally excusable because the game's really great. Lacking slightly in variety, but with a strong plot and fairly atmospheric graphics.



Flight Of The Intruder

Action 16 (Digital Integration)
£14.99

This game puts you in control of a Grumman A6 fighter plane, an aircraft that played a large part in the Vietnam war. Coincidentally, that's exactly where this game is set. You must fly the plane from an aircraft carrier and perform several missions within enemy territory. A highly realistic simulation requiring a cool nerve and quick reactions.



Midwinter

Kixx XL (US Gold)
£12.99

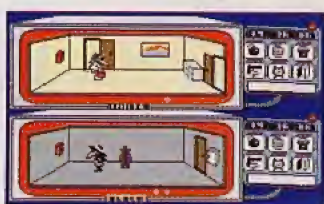
With excellent 3D graphics and an element of strategy, *Midwinter* is a vast game set in a new Ice Age on Earth. You must control a team of 32 survivors as they fight for survival against both the elements and hostile invaders who want your land. It's not easy to win, but it can be very rewarding when you achieve your goals. Definitely worth a look.



Falcon

Action 16 (Digital Integration)
£14.99

One of the all-time classic flight simulations, *Falcon* combines fast action with a myriad of controls to create an atmosphere as close to flying a plane as you can get without buying a Rediffusion simulator. You must pilot a Falcon fighter aircraft and try to blast as many enemies as you can. Although it's expensive for a budget title, it's very realistic and well worth the money.



Spy Vs Spy

Wicked Software
£7.99

A very old game that owes its heritage to the 8-bits. You control a spy as he races around an embassy searching for pieces of a missing rocket. Not much is added for the 16-bits, so for the single player this is a bit of a joke by today's Amiga standards. For two players it's worth a look – there's nothing like blowing your mate up or setting fire him for an evening' worthwhile fun.



R-Type

The Hit Squad (Ocean)
£7.99

A neat conversion of the classic Japanese coin-op shoot-em-up, *R-Type* also spawned many similar games (including *R-Type 2*) which managed to improve on it in terms of both gameplay and graphics. OK, so it's not all that new, but for a piffling eight quid this is a horizontally-scrolling megablast that should keep you occupied and entertained for hours on end.



Battlehawks 1942

Kixx XL (US Gold)
£12.99

Based on the sea battles between the Japanese and the Americans during the Second World War, *Battlehawks* combines strategy wargaming elements and flight simulation to produce a game that is both exciting and fun to play. It does get a little bit complicated as you go further into the plot, but if you can handle the pressure it'll pay great dividends in the end.



Carrier Command

Kixx (US Gold)
£9.99

This superb aircraft carrier simulator may be a little old now, but it's still very good to get it out of the cupboard and have a good sail around the ocean, complete with both air and sea assault craft. Sequel now!



Castle Master

The Hit Squad (Ocean)
£7.99

Written using the pioneering Freescape system by Incentive, *Castle Master* stretches the system to the limit. You play a knight whose twin brother has been kidnapped by a dragon and imprisoned in a castle. You must make your way through the castle, armed with a handful of rocks, and try to free the captive. It isn't easy and requires a good deal of lateral thinking.



Shoot-'Em-Up Construction Kit

GBH (Gremlin)
£9.99

An ageing but still very usable utility that enables you to create your own shoot-em-up games with the greatest of ease. It shows its 8-bit ancestry in parts, but it's full of useful features which are very simple to use. These, coupled with the well-written manual, make this a program that all Amiga owners should have.



Summer Games

Kixx (US Gold)
£7.99

Originally written on the C64, *Summer Games* is the original in the *Games* series from Epyx (this includes *Winter Games* and *California Games*). The gameplay on the C64 was superb, as were the graphics. The Amiga version retains the gameplay, but improves the graphics, so making a great game. It has aged somewhat, but at this price it's great – especially in two-player mode.

Turn to
page 88
for more

Current releases

World Championship Boxing Manager

GBH (Gremlin) ■ £7.99



The predecessor to this game, *Tracksuit Manager*, was a success. I'm not convinced, though. I mean, who would want to manage a tracksuit? *Boxing Manager*, now that's more convincing. At least, it would be if the game wasn't so

poor. The management parts are OK, but if you want some real boxing action, and decent sound effects, then forget it. The static graphics are fine, but when you get to the main fight all you can see are two commentators' heads nodding up and down, with a speech bubble relaying the action.

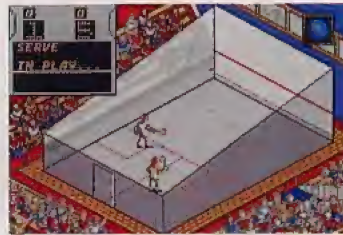
Fine if you want an introduction to management games, but if you expect some visual rewards for all the effort you put into playing the game, look elsewhere.



60%

Jahangir Khan World Championship Squash

GBH (Gremlin) ■ £7.99



The problem with computer squash is usually the view of the court. Normally this has to be viewed from a third-person isometric angle, or you lose the feel of the game. This means that the court must be incredibly small and this

limits the play. Although *JK's Squash* tries to avoid falling into this trap, it fails.

The graphics are good and the sprites move smoothly. The players hold their racquets towards their right-hand side to save complicating the gameplay. Unfortunately, it makes hitting the ball on the left of the court difficult. As with most two-player games, it's good to play against your mates, but the interest soon wanes. Against the computer the interest wanes after one game.



63%

Dizzy - Prince of the Yolk Folk

CodeMasters ■ £7.99



This latest game in the *Dizzy* series features the usual cartoon-quality graphics we have come to expect and also some nice sound and music. A good storyline prevents the game's durability taking a nosedive, but the major problem is that the game is not really original

because so many *Dizzy* games have been presented in this format. If you're looking for something different, this isn't for you.

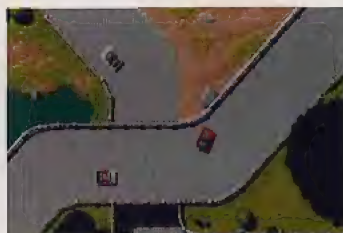
Another problem is that you only get three lives, which makes it rather tedious because there's no save-game option - every time you lose your three egg lives you have to start from the beginning again. *Prince of the Yolk Folk* is a game for fans die-hard of *Dizzy* and people who want an easy arcade adventure. But it can't be bad for a price of £7.99.



81%

SuperCars 2

GBH Gold (Gremlin) ■ £9.99



In the early days of 3D racing games, *Super Sprint* appeared in the arcades and it caused a real stir. Its incarnation on the Amiga was *Supercars 2*. Now on budget, you too can take control of this overhead view-style racetrack. The idea is obviously to win. But if your driv-

ing skills aren't up to this, there are other tricks at your disposal that you can use to nobble opponent: missiles, mines, rams all sorts of destructive hardware are here.

The graphics are small, but they are detailed. The feel of your car as it screams around the corners is impressive, as is the way your missile hangs around your car for a while after you've launched it. The tracks scroll very smoothly and the sound effects and music are excellent. An old formula, but one which works very well, especially for £8.



82%

Carrier Command

Kixx (US Gold) ■ £9.99



Kixx, bless 'em, have picked up this ex-Imageworks title, dusted it off and released it for under a tenner. Using fast-moving 3D graphics, which were ahead of their time at the time, *Carrier Command* puts you in control of a large aircraft carrier and all the equipment con-

tained therein. Your job is to sail around, trying to take over as many islands as you can before your enemy can get at them.

As well as the carrier and its armaments, you have a whole range of craft which can be remotely piloted and armed with a selection of weapons from an extensive armoury. A good mix of strategy, arcade and flight simulation makes this an absolutely essential buy - it'll keep you going for days. Get it, play it and write to your MP demanding a sequel.



90%

Switchblade 2

GBH Gold (Gremlin) ■ £9.99



The original *Switchblade* was panned for having tiny sprites and jerky scrolling. The sequel is quite the opposite. Large sprites, are nicely animated, move about platforms and scroll smoothly.

You do the usual trick of controlling a heroic figure as he rushes

about trying to vanquish foes and pick up bonuses. The first level is underground, so you can only see what's inside a room when you're standing in it; other levels are set outside and offer some well-drawn scenery which make it look like an above-average coin-op game. The problem is that the in-level play is easy, but the end-of-level guardian is too tough, and this becomes annoying when you find yourself looking for as many bonus lives as possible just so that you can make it past the final areas.



79%



STANHOUSE ENTERTAINMENT

WISH ALL OUR CUSTOMERS A MERRY XMAS
AND A HAPPY NEW YEAR



COMPUTERS

INCL: 1Mb, internal drive, DPaint III
A game and one year's on-site warranty **A600**
£279.99

AS ABOVE, also includes 20Mb Hard Disk, no software **A600 HD**
£464.99

A570 CD ROM DRIVE **£325.00**

CONSOLES AND HAND HELDS

LYNX (no game)£73.40
GAMEGEAR (no game).....£90.00
SEGA MASTER SYSTEM II+£90.00
SEGA MEGADRIVE.....£116.00
NINTENDO GAMEBOY.....£65.00

DOT MATRIX PRINTERS/LASERS

PANASONIC

KX-P1124i - 24 pin, 80CLM£220.00
KX-P2123 - 24 pin, 80CLM£239.99
KX-P2624 - 24 pin, 136CLM£349.99
KX-P4430 - Laser, PPM£749.99

SEIKOSHA

SP2400 - 9 pin, 80CLM£148.99
SP2415 - 24 pin, 80CLM£230.00
LT20 - 24 pin, 80CLM£234.99
SL230 - 24 pin, 136CLM£447.00
OP104 - Laser, 4PPM, 0.5Mb.....£730.00
OP108 - Laser, 8PPM, 1Mb.....£1060.00

MEMORY SHOP

A500 2Mb£107.99
A500 4Mb£178.99
Power 1.5Mb (A500)£82.99
A500+ 1Mb£44.99
A600 1Mb and Clock.....£45.00
A600 1Mb without clock.....£38.00

GAMES

Covert Action£24.99
Epic£18.50
Guy Spy£21.00
Hudson Hawk£18.50
John Madden Football£18.50
Megatraveller 2£21.00
Pacific Islands£21.00
Robocop 3£18.50
Sim Ant.....£24.99
The Manager.....£18.50
Ultima VI£21.99
Utopia - New Worlds£10.50
WWF£18.50
Willy Beamish£24.99

WE HAVE TOO MANY GAMES TO LIST.
PLEASE RING IF YOUR GAME IS NOT LISTED

SERIOUS SOFTWARE

PROGRAMMING

AREXX£25.99
Hisoft Devpac 3£43.99
Lattice C V5.x.....£143.99
Hisoft Basic£37.99

MUSIC AND SOUND

Audiomaster 4£45.00
Bars & Pipes£110.00
Bars & Pipes Pro£188.00
Copyist Apprentice£67.50
Deluxe Music Con. Kit.....£44.99
KCS Level II 3.5£189.99
Midi Interface£18.99
Megamix Master£29.50
Super Jam£67.50

GRAPHICS/VIDEO

Art Dept Pro V2+£123.00
Caligari 2£219.99
DPaint 4.....£56.50
Director V2£62.99
Imagine V2.....£172.50
Take 2£31.50
Vista Pro V2+£62.99
Introcad Plus£64.00
Broadcast Titler 2.....£160.50

BUSINESS

Arena Accounts£73.00
Excellence V3£50.50
Home Accounts 2£34.99
Homebase.....£18.99
Gold Disk Office£104.00
Day-By-Day£18.99
Pagestream V2.x£135.50
Pagesetter 2£37.99
System 3.....£37.99
Superbase Personal 2.....£43.99
Scribble Platinum£31.50
Wordworth V1.14.....£83.00

THIS IS JUST A SELECTION OF OUR
SERIOUS SOFTWARE, PLEASE RING
IF YOU CANNOT SEE WHAT YOU WANT

VARIOUS HARDWARE/ACCESSORIES

External Supra Modem 2400+ ..£111.00
Aminet£46.50
Digiview Media Station£118.00
Itsa Mouse£9.99
Complete Colour Solution£129.00
Speakers£30.50
Trackball£24.60
DCTV (PAL).....£430.00
Unbranded Disks.....each £0.40
Power Scanner£82.99
A500 Power Supply.....£39.00
Perspex Dust Cover.....£7.99
Action Cartridge Super IV£49.99
Anti Click Board.....£8.99
PC286 Emulator£250.00

(0244)
382435

FLOPPY DISK DRIVES

Cumana CAX 354, ext 3.5"£53.00
Cumana CAX 1000s, ext 5.25"£96.00
Power PC880B£62.99
Power Dual Drive£110.00

HARD DRIVES

A600 IBM 40MB Int HD£250.00
A500 Supra Drive, 52Mb HD
+ 1Mb RAM.....£360.00
GVP Impact Series II,
52Mb HD+£320.00
Cumana, COM40HC, Ext
42Mb HD£412.00
GVP Series II 120Mb A500HD.....£510.00

PLEASE RING FOR DETAILS
ON MORE DRIVES

THE MIRACLE PIANO

THE HARDWARE:

Midi keyboard, full size touch sens keys sustain pedal for true sound.

SOFTWARE FEATURES:

Classroom, 8 track recording studio performance hall and practice room

MIRACLE piano acts as a music teacher for playing and reading music. Miracle analyses every note you play, teaching at your pace, explaining any problems you might have, giving extra special exercises to overcome these problems.

MIRACLE IS THE ONLY ONE OF ITS KIND

As featured on Jim'll Fix It, Tomorrow's World and Radio One's Steve Wright Show. **£235.00**

POSTAGE AND PACKING RATES

SOFTWARE RATES

ALL ORDERS UNDER £100 ADD £1.50
ALL ORDERS OVER £100 ADD £2.50

HARDWARE RATES

ALL ORDERS UNDER £300 ADD £4.00
OVER £300 ADD £5.00
PLEASE ALLOW 10 DAYS FOR DELIVERY PLEASE
PHONE IF YOU NEED IT SOONER

HOW TO ORDER

ALL PRICES INCLUDE VAT. PLEASE ADD POSTAGE
CHARGE TO YOUR ORDER.

MAKE CHEQUES/POSTAL ORDERS PAYABLE TO
'STANHOUSE ENTERTAINMENT' AT
2 UPTON DRIVE, UPTON, CHESTER CH2 1BU

All prices correct at time of printing. Prices subject to change without notice.

If you can't see what you are looking for, then please ring (0244) 382435



The ORIGINAL DISK



DUPLICATION SYSTEM for the AMIGA is now even better!

**NEW
VERSION**
£39.99
Plus £1.00
POSTAGE

**THE BEST
AMIGA COPIER
GUARANTEED!**

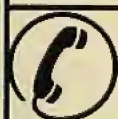
Includes **NEW**
multifunction
**"CYCLONE"
CARTRIDGE**
for increased power
& reliability

For Amiga A500, A500+,
A600, A1500, A2000, A3000

**X-BACKUP PRO is the most powerful disk
duplicator/utility package ever designed
for the Amiga.**

**For duplicating your original software, X-
BACKUP PRO is a must, however it offers
so much more.**

HOW TO ORDER X-BACKUP PRO:-



Telephone our sales hotline with
your credit card details for
immediate despatch.

061 724 7572



Send a cheque or postal order for
£40.99 made payable to SIREN
SOFTWARE, Wilton House,
Bury Road, Radcliffe,
Manchester M26 9UR

- ✓ Copies virtually all known disks, far more than any other copier available.
- ✓ Also backs up hard disks. Ideal for A600HD owners.
- ✓ Full file management/copying utility
- ✓ Optimises data for faster loading.
- ✓ Formats, repairs, verifies. More than just a copier!
- ✓ Includes the new CYCLONE cartridge.
- ✓ Official U.K. version. Includes 8 page manual.

**GUARANTEE:- X-BACKUP PRO is the most powerful disk copier
available for the Amiga. If at the time of purchase, you can find a
superior copier, we will REFUND YOUR MONEY.**
Can any other copier offer you that?

Romanes Eunt Domus? People called Romanes, they go the house? Nope. People called Amiga-owners, they build the houses. They also build the roads, the aqueducts and provide the education, the sanitation, and keep the peace...

Caesar



Et tu Brute? Life in the forum is not as easy as Frankie Howerd made out. Here you consult all your advisors as to the state of your province, and attempt to keep the population under control.

Everybody loves a fairy tale ending, but for Impressions, *Caesar* could well be the fairy tale beginning. After years struggling to make an impression on the games world, this independent software house has finally come of age. Five minutes with *Caesar* will tell you, that you have to have this game. Once you've got it home, you can kiss the world goodbye. Five minutes' play soon turns into five hours, then five days – and still it's impossible to tear yourself away.

Caesar is very much a mixture of games: there's a hearty chunk of *Sim City*-



style construction work, except that everything has a gorgeous Roman flavour. There's a lump of *Populous* too, thanks to the different people who wander about the finely-paved streets that you build. There's even a bit of *Railroad Tycoon*-style mapwork to be done, linking up distant towns and villages to your Roman sim city. There's almost as much history and economics as in *Civilization*, with more detailed graphics. And, to cap it all, *Caesar* has

wargaming action of the kind you find in many an SSI game, except that it's a lot better.

Because there's such a mixture, you'd expect *Caesar* to be quite a bewildering game, but nothing could be further from the truth. It functions on three levels: the European map, the Provincial map, and the City map. The Emperor randomly chooses the European country that you're given control of, and that dictates what your Provincial map looks like. Each province has a capital city with its own map and that's where you start building.

Rome sweet Rome

Moving around between the different levels is dead easy, and once you've zoomed in to City level you can begin creating your city. To start with, it's just a bunch of fields and rivers, so your first move is to build a Forum.

To the Romans, the Forum was everything. Their advanced civilisation depended on places where they could go and speak their minds, exchange ideas and generally chip in to the running of their society. In *Caesar*, the Forum is the centrepiece of the city. Houses are laid out around it, or are connected to it by roads. Soon the buildings near the Forum soar in value and better buildings replace the humble tents you pitched to begin with.

But before anything gets started properly, you need to address the basic need for water.

PROVINCIAL AND MUTUAL ASSURANCE

Beyond the city lies a whole province waiting to be subjugated and exploited. The real Romans were great at this game, bringing civilisation and security to the people of outlying villages, but still making heaps of cash out of them. The population soon warmed to the Romans' high standard of living and strong fortifications. Only a few tribes of die-hard barbarians really resisted, but they often made quite a mess of the Roman cities when they got through. Both Rome and Londinium were sacked by barbarian hordes during the Roman era.

In *Caesar*, as leader of the province, one of your tasks is to keep out the barbarians and bring extended civilisation to the area. You do this on the Provincial level map, where you find your capital city (the one you've been landscaping) and a few far-flung villages. Barbarians regularly nip across the borders for a bit of rape and pillage, and you've got to stop them. You can build huge walls and towers (like Hadrian did) and post Legions in trouble spots to protect the locals. The most effective way of securing your future is to build roads from your provincial capital to each of the outlying towns. Once connected, the towns increase in size and help boost the level of trade back at your capital. If you can keep the peace, and expand your road network throughout the province, you're well on your way to a promotion the next time the Emperor visits.



On *Caesar*'s province map, you control your legions, trying to fend off hordes of barbarians. Battles are resolved on a separate screen.

ROMANCING THE STONE

Roman-style cities are the central features of the newly-conquered Provinces and, as such, they're opulent cultural havens where the rich live and the poor work. But the inhabitants are a permickety bunch and they need a lot of amenities before they'll move in – not least of which is housing. Roman houses come in all shapes and sizes, but they all start as tents. Only improving land values can turn a tatty tent into a vibrant villa, and you won't help matters by forgetting to pipe in the water. Other factors like nearby industry and business can drop a suburb's value, but they're necessary evils. If there's nowhere to work, no-one will move in. Here's a full list of the buildings you can use for your cities:



PLACES TO LIVE

You can build better houses, but you have to start with tents.

PLACES OF WORSHIP

Temple: these grow in size with the local population.
Oracle: vital for the spiritual peace-of-mind of your people.

ADMINISTRATIVE BUILDINGS

Forum: there are eight different types, each one claiming taxes from

a specific area of the city.

Prefectory: the local cops help to collect taxes and keep the peace.

COMMERCIAL BUILDINGS

Marketplace: vital for trade, and therefore for prosperity.
Heavy industry: you need this to supply other businesses.
Businesses: they offer work to locals and sustain the economy by selling all manner of taxable goods to provincial towns.

THE LIQUID LIFE-BLOOD

Water reservoir: before you can hook pipes up to the river, you need one of these.

Fountain: these supply the all-important water to the population.
Bath-house: they were a clean lot, the Romans. Without a nearby bath-house, they soon decide the place stinks, and leave.
Well: if there's a dry zone, and no river nearby, a well will provide water for a few houses.



Victory is yours.
The barbarians scatter in disarray.

Battles can be as complex or as simple as you want, thanks to the facility to use *Cohort 2* for wargaming at close quarters. Without *Cohort 2*, you can choose from five basic fighting manoeuvres.

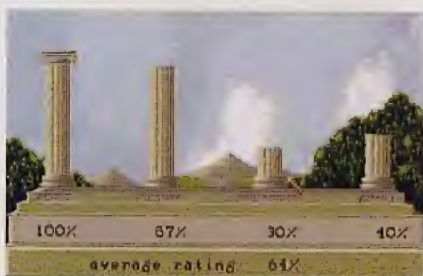
Fountains have to be installed and connected via pipes from the nearest river. If there's no water, no-one will move in and your city will never grow. It's a bit like the problem of electric power in *Sim City*, only it's not as easy to supply a whole city with one pipe. You really need to incorporate the water supply into your city design or you'll get hopelessly tangled and the fountains will stop gurgling and dry up.

Once you've established a foothold, you've got to make your city grow and prosper. There are plenty of things to help attract new residents, like temples and amphitheatres. But there are also plenty of things you need to manage carefully, like security from invasion, dissatisfied subjects who riot and tear down houses, and the business of collecting taxes. It's a never-ending job.

Meanwhile, as you're learning how to cope with Roman city life, things are happen-



Can you help expand the Roman Empire right across the European sub-continent? With each success, you are offered the chance to move to another province and start all over again, with only a slight increase in difficulty level.



The administrative advisor on your forum screen gives you a visual indication of your prowess as governor of the province. If you can get the pillars above a certain height, you'll get a visit from the Emperor, and maybe a transfer.



The effects of tax and conscription are easy to spot. The once-proud city (left) soon turns into a ruin (right) when the people get angry. You have to act fast to quash the revolution or your city will be virtually worthless in a few minutes.



TRANSPORT AND TRAVEL

Roads: the Romans hated walking across the mud, especially when returning from the baths, so roads are the second-most important elements of the city.

Plaza: to really raise the value of your town, pave some of the roads with high-quality slabs.

CULTURAL CENTRES

Theatre: they came, they saw, they did a little clapping. Turn your

dead-end alleys into cheerful cul-de-sacs with these.

Amphitheatre: bigger, better theatres, where gladiatorial combat is the main event.

Hippodrome: for the top in spectator sports, you can't beat a bit of chariot racing at the Hippodrome.

SECURITY AND DEFENCE

Barracks: grubby soldiers may annoy the locals, but they beat the hell out of rioters and barbarians.

Wall: Hadrian's wall is nothing compared to the stonework defences you can build.

Tower: if your wall keeps falling down, strengthen it with a tower.

CIVIL SERVICES

School: what have the Romans ever done for us, apart from introduce education?

Hospital: butchers by our standards, but to the Romans they were better than the NHS.

ing in the rest of the province. Barbarians are sure to pay a visit or twelve, and they can make life very awkward, especially if they make it all the way to your city. This is where your legions of soldiers come to the fore. On the Provincial map, you can move legions around, engaging in battles, patrolling trouble spots and establishing new forts and strongholds. The battles are fairly simple affairs, with a choice of five combat formations. There's even an option to resolve individual battles using Impressions' earlier game *Cohort 2*. This gives the wargaming purist a chance to get all the detail, while keeping things simple for the player who's more interested in city-building. Because *Cohort 2* is already available you don't have to wait six months for an expansion, like most other sim-games with add-ons.

Forum-nil

Aside from the city-building and the fighting, there are still more things to be done. Controlling your population is done via the Forum screen where you can consult each of your main advisors for statistical data, which is beautifully presented in Roman-pillar style bar charts. Everything a good leader needs to know to run a city is tucked away in easily accessible maps and screens.

It's easy to get carried away with *Caesar*, because it really is a great game. It's certainly the best of the sim bunch, and a pretty good wargame too. It never seems to stop, either. Once you've got a province under control and everything's on the up and up, the Emperor pops over to offer you promotion.

You can decline his offer, choosing instead to stay on for another 10 or 25 years if you've become particularly attached to your new home. If you take the promotion, you start all over again in a different part of Europe with a lump sum for building a new city plus a salary increase. After many years (in real terms, a good few weeks of play) you can make it to Emperor yourself, and then play the whole thing again.

Now that Impressions have proved what they're capable of, let's hope we see many more games of the exceptionally high quality of *Caesar*. There's a lifetime waiting to be wasted with *Caesar*, and I for one can't wait to get started all over again.

Neil Jackson

Caesar Impressions ■ £29.99

- Truly stunning cities which develop before your very eyes.
- A fun wargame and a beautiful sim all neatly contained in one, excellent package.
- Very addictive – you'll lose a good deal of sleep over this one.
- Experience the sights and sounds of Roman culture for days on end.



91%



HCS

MEMORY UPGRADE SPECIALISTS

MEMORY UPGRADES

A500/500+ to 1Mb	£17.50
A500+ to 2Mb	£29.99
A600 to 2Mb with clock	£34.99

GVP

HD8+

40Mb / 0 RAM	£299.95
40Mb / 2 RAM	£334.95
40Mb / 4 RAM	£389.99
40Mb / 8 RAM	£499.95
120Mb / 0 RAM	£429.95
120Mb / 2 RAM	£464.95
120Mb / 4 RAM	£519.95
120Mb / 8 RAM	£629.95

FLOPPY DRIVE

3.5" Replacement.....	£35.99
-----------------------	--------

CHIPS / MODULES

4 x 9 - 70 SIMMS	£114.99
1 x 9 - 70.....	£23.99
256 x 9	£10.99
1 x 4 - 80 ZIP.....	£18.99
256 x 4 - 80 ZIP	£5.99

MODEMS

HCS Smart Modem 9600 has full FAX capability for send and receive. Auto-answer, pulse or tone dial, automatically determines incoming calls as fax or modem, industry standard command set with support for V22bis, V22, V21. Fully Hayes compatible. All types c/w PC software. Modem 2400 has all above features but without fax. All types come complete with cables.

Smart One™ Fax with only PC software	£119.99
Straight Fax software.....	£45.00
Smart One™ 2400	£59.99

FAULTY AMIGA???



HCS

ENGINEERING REPAIRS



SERVICE 1
£24.99 + Parts
(computers quoted
before payment)

SERVICE 2
£69.00 inc. fixed price
(* guaranteed
same day service*)

* DOOR TO DOOR PICK UP AND DELIVERY OVERNIGHT
£7.50 e.w.

* COMPUTERS
DELIVERED
BY GROUP 4

TEL: 071 252 1551
We reserve the right to
re-assess computers in
extreme cases

* ALL
CUSTOMERS
RECEIVE FREE
PIECE OF
SOFTWARE

HOW TO ORDER

Enquiries and credit card orders please
Tel: 071 252 3553 Fax: 071 252 1551

Please phone with enquiries between
10.30am and 6.00pm Mon to Fri.

Enquiries cannot be taken by post.

For mail order please send description of goods and cheque/PO to:



HCS
144 Tanner Street
London SE1 2HG



Prices include VAT and P & P
Goods normally dispatched within 2 working days.

E & OE

HCS ENGINEERING

AEGIS

SOUND MAGIC™

High speed
stereo
digital audio
sampler

ALSO SOLD AS
SOUNDMASTER



SoundMagic features include:

- Input from any sound source including CDs and microphones—mix or dub over sound samples.
- Sampling rates up to 56K in stereo
- Real-time Volume control
- Mono and Stereo microphone input in addition to built-in microphone
- Overload indicator—keeps the "Ouch" factor out of your samples.
- Computer-controlled dynamic microphone—select from microphone's sampling range of 15K to 50K
- Draws power from computer—works with any power standard
- Meter-length cable for ease-of-use
- Compatible with AmigaDOS™ 1.3 and 2.0
- Works on any model Amiga computer—including the Amiga 3000

Includes AudioMaster IV

Aegis SoundMagic is a trademark of Oxxi Inc.



AUDIO MASTER IV™

Painting With Sound

AudioMaster IV brings new features to the best-selling sampling software for the Amiga computer. With the new Oversampling feature, play sound files of outstanding audio quality—even if originally sampled at low rates.

New features with AudioMaster IV:

- Up to 4 times Oversampling
- Pitch vs Time stretch-compress
- Digital Filtering
- Real-time Pitch Bend, Zoom, Scroll
- Auto hardware Filter Control
- User-called DC offset compensation
- On-screen Time and Position marks
- Progress meter with audio feedback
- Faster screen update
- Optimized Echo, Mix, Ramp functions
- Keep function

Aegis, Aegis AudiomasterIV, Aegis SoundMagic, Aegis CD Player and Audio Disk Jockey are trademarks of Oxxi, Inc. Amiga is a trademark of Commodore-Amiga. Other products mentioned are trademarks of their respective companies.



Plus Improved Bonus Programs

- Audio Disk Jockey (new)
- Simulated CD Player with Oversampling
- PlaySound with Oversampling

Plus the features which made AudioMaster the leading sampling software:

- High-speed sampling to 56K in stereo
- Loop sequencing—up to 999 loops per sample. Loops can be played back in any order, to recreate the sample as a smaller file, rearrange it, or do effects such as "stuttering".
- Interactive waveform editing in stereo—create effects like real-time echo, delay and flange. Mix in positive and negative flange, reverse,



ramp up or down, do inversion and Mono-to-Stereo conversions. Add backward masking, digital filtering, pitch and time change.

AudioMaster IV supports all available digitizers for the Amiga, including PerfectSound™ 1.2, and 3, Future Sound™ 500, Mimetics™, StarSound™ and A.M.A.S.™

Rates to 56K in stereo available only if Amiga has a 68020/30 processor, and sampler is capable of these speeds.



Oxxi Aegis

WE FOCUS ON TECHNOLOGY

P O BOX 90309, LONG BEACH, CA 90809-0309 USA
Telephone: (213) 427-1227 FAX: (213) 427-0971

HBM

H. B. MARKETING LTD.
CONCORDE BUILDING
NEWLANDS DRIVE, COLNBROOK, BERKS. SL3 0DX
DEALER SALES HOTLINE 0753-686000



PRECISION DISTRIBUTION
6 PARK TERRACE, WORCESTER PARK
SURREY KT4 7JZ
DEALER SALES HOTLINE 081-330 6911



CENTRESOFT LTD
UNIT 2 & 3, HOLFORD WAY, HOLFORD
BIRMINGHAM B6 7AX
DEALER SALES HOTLINE 021-625 3300



The exploding purple flora of... um... Kara-Moon (that's never right, surely?) greets our hero with a cheery wave and a gigantic rupturing movement of its innards. Lovely.



This is a great bit, this. When you get down the chute there are two switches. If you pull the wrong one, you instantly drown and go right back to the beginning again.

Shadow of the

Any programming team commissioned to write the last in the series of *Beast* games would no doubt have their own ideas about which beasts really terrify them most. It would be spiteful to suggest that perhaps Originality, Innovation and Gameplay are three candidates – so call me spiteful.

But enough philosophising. Why *Beast 3*? Why not let a tired old genre shrivel up and die in peace? The Psygs say this is almost definitely the last *Beast* game and it's taken two years to write. (Not that I would ever suggest that it's because they continually did every-

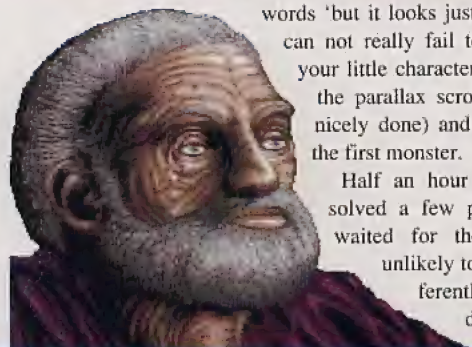
thing in their power to put off writing the thing, goodness no.)

Aren't we prejudging?

Let's not prejudice. First impressions aren't good; an intro that takes up an entire disk, takes forever to load and leaves you thinking 'yes... carry on... oh, that's it, is it?'. Whack in disk two, wait another five minutes and choose a level. Wait for the music to stop, wait for the level to load and you're finally into the game. It's all action so far. Sadly, you soon realise that the second, third, fourth and fifteenth

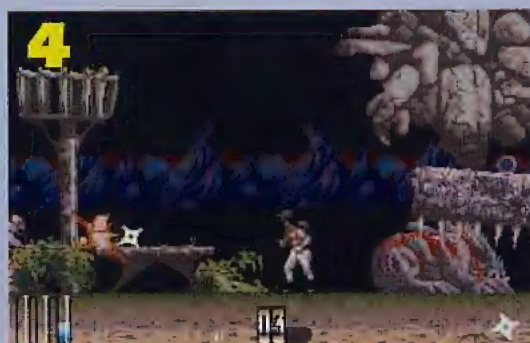
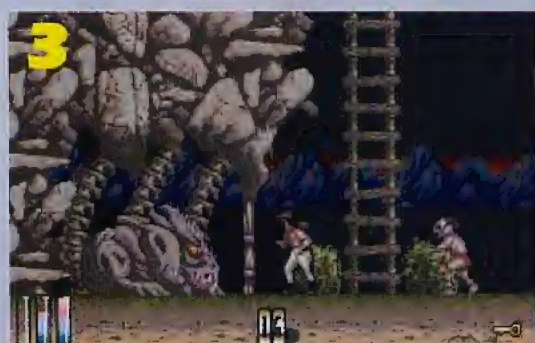
impressions aren't really very good either. The words 'but it looks just like *Beast 1* and *2*' can not really fail to spring to mind as your little character bops along through the parallax scrolling (which is very nicely done) and gets knocked off at the first monster.

Half an hour later, when you've solved a few puzzles, been killed, waited for the load etc, you're unlikely to be thinking any differently, because it really does look very much



EH? (OR: CAN'T I JUST SHOOT IT UNTIL IT'S DEAD?)

Beast 3 comes to you with a great new feature: exercise of the old grey matter. Yes, that's right, you need to think (slightly) in between the mass slaughter. At this point members of Parliament and game reviewers might want to get an adult to help them..



1 Case in point. You come across this meat sizzling on a spit so, of course, as you would do with virtually everything else in the game, you shoot at it mindlessly for a bit until it falls off. Push it along the ground to the right and...

2 ...put it under this huge swinging spiky affair which you just happened to notice earlier (and also just happened to notice that it falls on you rather messily if you walk under it)...

3 ...nip back left (having noticed and picked up a key which was conveniently perched on a table) and use the key to open the cage with the dirty great monster in it. Jump up the ladder quickly when the monster emerges, all the while blasting away at the mutoid reprobates who keep on charging at you...

4 ...and follow the monster back to the meat, which it starts eating – only to be interrupted by the obnoxious swinging contraption falling on it and making it something of an ex-monster. And so the way is now clear for you. Oh good. That's one of the easier puzzles. How do you get past the weight puzzle? How do you use the floating table? What does it all mean?



Guess how you get past these balls. Is it an intricate series of traps and tricks? Do you perform a skilful backflip? No, of course not, you shoot the container they land on and walk past them.

Beast 3



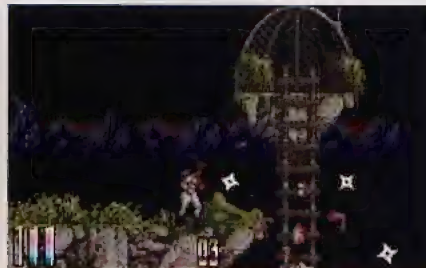
If only life were like this: wheels with big arrows suggesting 'Turn'. Shall I push this button labelled 'Push'? Why not, George...

like its predecessors. It plays a lot like them too: a scrolling platform shoot-em-up with puzzle-ettes here and there to get in your way. Keys and locked doors figure heavily in the puzzles, as do levers and traps, so most of them are just a matter of searching about enough to find the right object for the job. What's annoying is that sometimes, when you first come across a puzzle, you can make a mistake that kills you outright and possibly ends the game. It's rather like those old text adventures that would kill you off at every opportunity in an attempt to make up for a lack of decent puzzles.

Can't be that bad, surely

So what are the game's good points? Its graphics. The animation of the main character isn't too wonderful, but the parallax – done, as the manual insists on saying, on a 'hardware multi-plexing playing field' – as if that means anything – makes up for it. The rest of the graphics are dark – oh, sorry, moody – and sometimes indistinct. This being the last game and all, it would have been nice to see something different and wonderful on the graphics front. Instead, while they're competently done, they're nowhere near magnificent.

Beast 3 is possibly a game you'd buy on a whim; one you'd regret buying ever after, but keep going back to for short periods to stop



The inhabitants have a gorgeous way of falling to pieces when shot which recalls the great music-hall entertainers of just before the war.

yourself feeling guilty. And that's be the only way to play it; the long waits between loads, the fairly monotonous gameplay and the occasional stupid deaths drive you batty after a while. If the Amiga is to stride manfully into 1993, it's really about time games like this stopped being the norm and turned into a nostalgic reminder of how they did things in the bad old days.

Ed Ricketts AF

Shadow of the Beast 3 Psygnosis ■ £29.99

- Like the previous two – parallax platforms, detailed graphics and lack of innovation.
- Graphics are its greatest strength.
- A good sample here and there, plus one or two not-too-annoying tunes.
- Daft puzzles that can kill you outright – definitely just not on.
- How many more running-jumping-shooting games can there be?



58%



A huge wave is set to upset the denizens of *Populous II*'s latest update.

Populous II: The Challenge Games

Electronic Arts ■ 1Mb required ■ £14.99

You can't keep a good idea down. Just look at *Star Wars*, at *Robocop*, and... oh... *Friday the 13th*. Luckily for us, the next instalment in the hugely successful *Populous* series has more in common with the quality of the former two films.

You play a mortal mongrel – the son of Zeus and some poor female mortal who was deflowered by the dirty deity. Rightfully, you feel that you deserve a place on Mt Olympus. Zeus, however, doesn't agree. So, using *Populous II*'s original tools and tactics, you have to fight 32 other gods in 1,000 worlds to prove him wrong. Each game has fewer objectives than *Populous II* games; like a quick rescue, or a one-off battle with a preset population.

For those who have already played *Populous II*, this latest outing is a treat. For newcomers to the genre, it's worth a go. A follow-up that adds to the fun offered by the original.

Tim Smith AF

Verdict 80%



A baseball-belting bunny adds a new twist to the *Breakout* genre.

Bunny Bricks

Silmarils ■ £25.99

This rather oddly titled game is based around the old classic *Arkanoid*, itself a variation on *Breakout*, but features much better graphics. The twist is that instead of shifting a paddle from side to side to bounce the puck towards the bricks, you control a baseball-playing bunny that clubs a ball around the screen to destroy stacks of bricks. Bunny the rabbit has an extensive repertoire of moves, including left and right dives and power shots. There's also a variety of special items that float down out of the destroyed bricks – machine guns, multiple bats and power-ups for super smash shots.

The game is very colourful, especially the well-drawn backgrounds. The animation is good and the cartoon style works well. It's all very addictive, much like most games of this genre, and the sound makes it enjoyable. It's not all that original a concept, but who needs originality when there's this much fun on offer. If you haven't got *Arkanoid*, or *Breakout* for that matter, but want something along the same lines, *Bunny Bricks* is for you.

Matthew Fyles AF

Verdict 78%

All photographs are of actual DCTV screens.



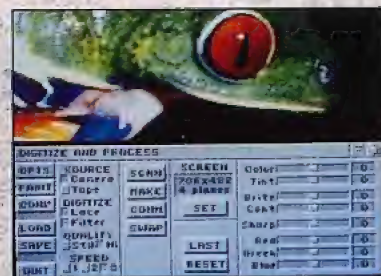
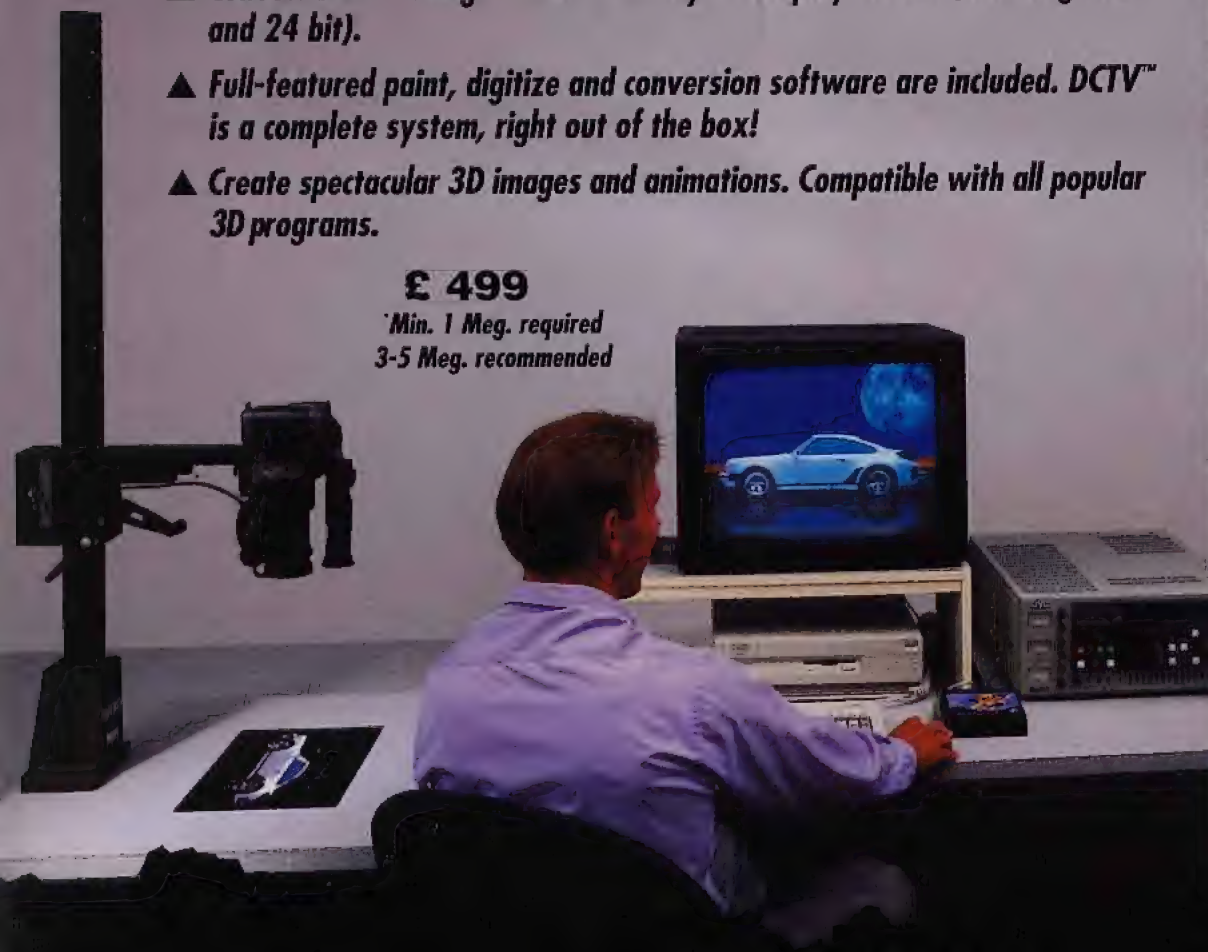
Now
Available
in PAL

The Future Is Here!

- ▲ Paint, digitize and display beautiful full color composite video images on any Amiga.®
- ▲ Capture an image in 10 seconds from any color video camera. (Also works with still video cameras, video disk and still frame capable VCR's.)
- ▲ Convert DCTV™ images to or from any IFF display format (including HAM and 24 bit).
- ▲ Full-featured paint, digitize and conversion software are included. DCTV™ is a complete system, right out of the box!
- ▲ Create spectacular 3D images and animations. Compatible with all popular 3D programs.

£ 499

*Min. 1 Meg. required
3-5 Meg. recommended



Digitize and process full color composite video images in millions of colors.



Sophisticated true color video paint, digitizing and image processing software are all combined into one easy to use package.



Create beautiful full color video images with all popular Amiga 3D programs.



Animate video quality DCTV images in real time using popular Amiga animation creation tools.

DCTV (Digital Composite Television) is a revolutionary new compressed video display and digitizing system for the Amiga. Using the Amiga as a compressed video buffer, DCTV creates a full color composite video display with all the color and resolution of television.

DIGITAL

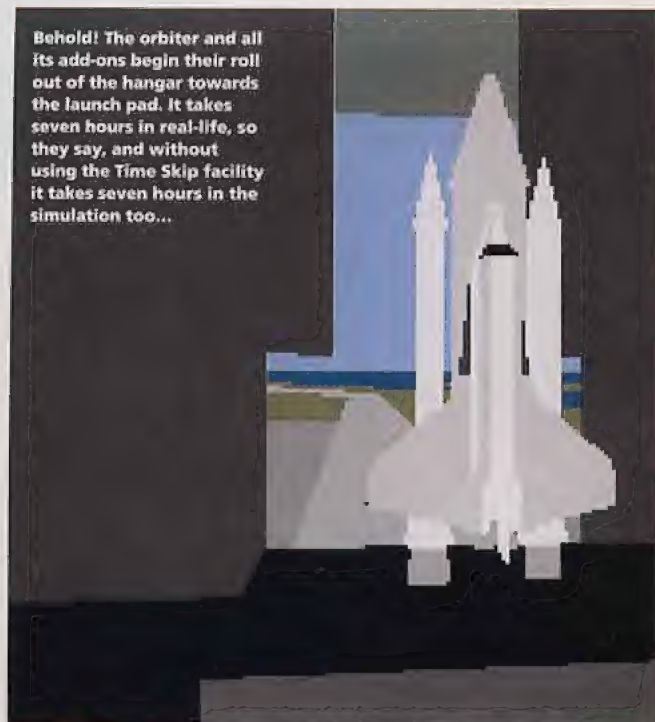
CREATIONS

Dealer enquiries
welcome

Telephone 916/344-4825 FAX 916/635-0475

©1992 Digital Creations. Amiga is a registered trademark of Commodore Business Machines. Patents applied for.

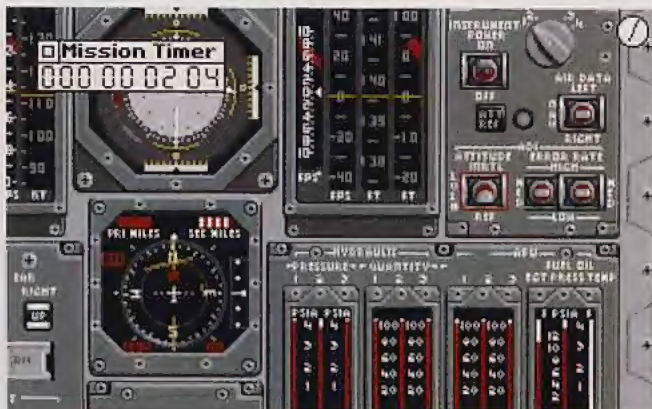
Behold! The orbiter and all its add-ons begin their roll out of the hangar towards the launch pad. It takes seven hours in real-life, so they say, and without using the Time Skip facility it takes seven hours in the simulation too...



Shuttle



Having escaped the Earth's atmosphere and now rid of its rocket boosters, the orbiter jettisons the main fuel tank. Upside-down is the way to do it, otherwise known as going 'belly up'.



A section of the main control panel. It looks a bit of a nightmare at first, but fortunately the computer takes you around the knobs and switches and explains things for you.

For all you tech-heads out there who enjoy a challenge, Virgin have come up with the ultimate in technical simulations, *Shuttle*. Offering you the chance to follow the developments of the amazing NASA spacecraft from its first launch in 1981, *Shuttle* is incredibly involved and requires a serious amount of commitment on your part to get anything in return.

Since the early days of computer flight simulations, the genre has been dominated by games with over-technical controls which are difficult to follow. This usually limited the gameplay, and meant that only those who had plenty of time and patience could play. SubLogic's *Flight Simulator 2* and HiSoft's *Proflight* are good examples of games that are playable but only when you have spent far too long learning the controls.

With *Shuttle*, instead of the usual complicated display panel underneath the main view, you have – get this – 26 different control panels, each larger than the monitor screen, so they must be scrolled around. Fortunately a large printed map of the controls comes with the game and, despite its bewildering appearance, it does actually prove useful.

Also in the package are two manuals: one is a small pamphlet that briefs you on your missions, while the other is a 144-page jobby which tells you almost everything you need to know about flying a NASA Shuttle.

Whoops, did I say 'almost'? Well, the fact is that although the main manual is quite informative, covering all the controls, function keys and technical aspects, it doesn't really convey the information most necessary – how to actually pilot the damned thing!

The manuals are very wordy too, with lots of jargon-based phrases that have you searching frantically through the pages for an explanation. For example, what does 'OPS 106 PRO' mean? Or 'ITEM 27 EXEC'? The manual tells you to type such codes fairly often, but finding out what they mean becomes very tedious. The simple addition of a glossary would have saved a lot of trouble. Also, the manuals are littered with spelling errors – 'breaks' instead of 'brakes', 'axis' instead of 'axes', that sort of thing.

Stuck in gear

To compound it all, just as you're about to land the Orbiter, the Mission Guide tells you to press Alt-G to drop the landing gear, whereas the correct command is Ctrl-G. This serves to add to the frustration.

To be fair, the Mission Guide has a good crack at explaining the details of most of the missions, but it doesn't explain the first in anywhere near enough depth. OK, so the first mission might be fairly easy compared with the others, but it does involve landing – a task that many consider to be the most difficult part of flight simulation.

The authors have ensured that the first mission must be completed before moving on

to any others. This is understandable, because the main feature of the real-life shuttle is the fact that it's reusable. Basically, if you can't land it, you can't complete any of the missions. Old hands at flight sims should be just fine, but newcomers will get frustrated.

One giant step...

On the plus side, the graphics are very nice, with all the action displayed via filled 3D polygons. The screen update is not too slow even on a bog-standard A600, so you do get a good response from the movement controls when you actually have the thing in the air.

Most of the commands from the main control panel have equivalent keyboard shortcuts. For instance, the function keys are used to change the viewing angle, while the Control key is used in conjunction with various letter keys to operate parts of the shuttle such as the remote manipulator (the big robot arm thing) and the speed brakes.

When you think of the time scales involved with sending a shuttle up, and you consider that *Shuttle* runs almost in real-time, the Time Skip feature becomes very important. This enables you to skip through the bits where nothing happens, to the next set of instructions from Mission Control.

Ten missions are included and follow the history of the Shuttle flights in great detail, ranging from the first test flight and landing to the launching of the Hubble telescope. The attention to detail is so great that the simulated Hubble is damaged in the same way as the real thing, so the next mission is to go and repair it.

Shuttle is the most involved and complicated simulation I've ever played. Just to describe its controls would take a number of pages, never mind the numerous missions and semi-cryptic messages from Mission Control. It's indescribably huge.

If you're an avid NASA follower, then *Shuttle* is something you should have. If you're a flight-sim addict, and feel at home with *Proflight*, then this will probably suit you down to the ground. If you're a sometime flight simulation player, who doesn't like getting bogged down with complicated controls, then keep well away or you just might find yourself sending your Amiga into orbit.

Andy Nuttall

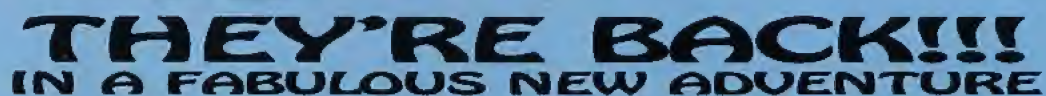
Shuttle Virgin Games ■ £29.99

- Difficult, but when you successfully complete a mission it can be rewarding.
- Good graphics, reasonable sound effects, appalling music.
- Manuals give plenty of information about the shuttle, but not enough about the game.
- More controls than your average space shuttle. Wait a minute, that's not right...
- If you can play this simulation well, apply to NASA for a job immediately.



70%

TM

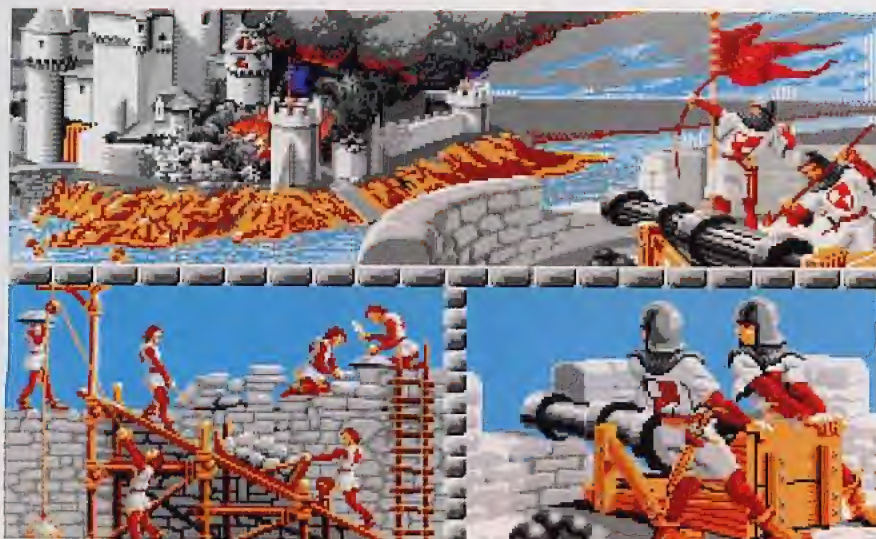


Surfers, Bagpipers, Ballooners, Jumpers, Magic Carpet Riders, Snowball Throwers, Pyramid Builders, Fencers, Pole Vaulters, Bongo Players, Sand Castlers and many, many more!



- Puzzling problems with hilarious animation
- Enhanced sound support with digitised Lemming voices
 - 8-way scrolling
 - 15 original soundtracks

CATCH LEMMINGS 2 THE TRIBES AT A GAMES STORE NEAR YOU – COMING SOON!



On the left is one of the intro screens that explains the principles behind *Rampart* very nicely indeed. The guys on the top are happily blowing up the castle opposite only to discover (60 short seconds later) that the folk in the castle opposite were equally hell bent on destruction. It's now a race to see who can rebuild their castle walls first...



After a frantic rebuilding session, a territory bonus and some extra cannon are awarded depending on the size of the fortification.

disrupt phase three: putting right the damage done by enemy cannon and creating more space for your own firepower. This is where the *Tetris* element appears.

A series of multi-shaped blocks appear on screen. You rotate them, position them and then drop them in an effort to replace those sections of wall destroyed by your opponent. You don't actually have to exactly copy your original battlements, but merely make sure that there is no break in your keep's surrounds. If you don't complete all your repairs in the time limit then you lose a life. If you succeed you can use any remaining seconds to attempt expanding your castle walls to encompass a larger area for extra cannon placement.

In two-player mode you blow hell out of the walls of a friend's castle; a friend similarly engaged in trying to build as large a fortification as possible while blowing yours up.

When the dust settles

And that's it, really – the attrition continues until all lives are lost. Doesn't sound much does it? Well, for the time the novelty lasts *Rampart* makes a fast, frantic and highly addictive two-player game.

There are only three niggles: one-player mode is largely dull (just use it as training for two-player battles); second, once one player gets the advantage in a two-player game it's practically impossible for the other player to turn the tables; and third, the game is over just too quickly – there could have been more levels, maybe the chance to upgrade to different weapons, or even a deeper strategic bent to it.

But *Rampart* certainly isn't a bad game. It's worth investigating for a spot of two-player, *Tetris*-inspired fun.

Neil West

Rampart

Cult (in other words, it didn't make much money, but those who played it loved it) Tengen coin-op *Rampart* is one of many games based on *Tetris* with a few elements added in an attempt to create something entirely new. Most attempts at such video game Frankensteiner end in mediocrity: a beaten-up Ford Escort will always be a beaten-up Ford Escort no matter how many bits are bolted on or how wide the wheels are.

But when you're working from as solid a base as *Tetris*, it's difficult to go wrong – and Tengen didn't. Adding guns, battleships and a ruthlessly unforgiving two-player mode, they created a new game that stands up proudly.

Read all abaht it

So what's it all about then? Well, you're in charge of an army's fortifications and you have an enemy – in one-player mode the enemy is your Amiga and in two-player mode it's a buddy.

The game screen is a plan view of your castle keep, the walls surrounding it and more keeps set along a stretch of coast. Out on the water, a small armada polishes its cannon and waits. There are three phases to each round of the game, the first of which is cannon placement. At the start of each round you are



Mid-battle and cannonballs fly thicker than a very thick thing. And the score is ships 3, castle 1 – better call a gang of stonemasons sharpish.

allocated a number of cannon to place within your castle walls: the number you are allocated depends on how well you did in the previous round, but normally it's one, two or three. If you don't have enough space to place your allotted cannon, tough.

Phase two is the fun bit. This is where all hell breaks loose and for one glorious minute you get to guide a targeting cursor around the screen with a view to hammering the hell out of the enemy ships with all your cannon. The idea is to simply destroy all the computer's ships, plus any troops that may come ashore to

BUILD 'EM UP AND KNOCK 'EM DOWN



Step 1: in a two-player game both players are equally matched in castle size and firepower. Time to place a load of extra cannon within your walls...



Step 2: it's time to start blowing the cement out of each other. Each player guides a cross-hair which targets the cannon. Cause as much damage as you can



Step 3: the tough bit. Now you have to twist, turn and move the computer-generated shapes in a bid to rebuild your castle walls. If you don't make it, you lose a life.

Rampart Domark ■ £25.99

- Looks fine and sounds OK – a very good coin-op conversion.
- Fast and furious two-player fun.
- Fiddly (hence frustrating, considering the time limit) control method, particularly if playing with a joystick.
- A limited game size – the action's over far too quickly.
- Too repetitive for classic status.



75%

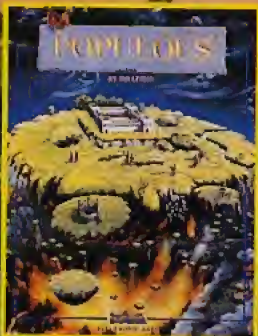
Boost your imagination
as you discover...

FANTASTIC WORLDS



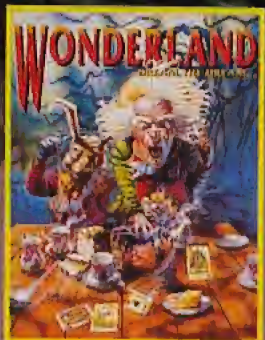
MEGALOMANIA

Play a god like figure warring with four other god like figures for domination of a new planet.



POPULOUS

You have a group of followers, the greater their achievements, the more power you wield... To fight the Evil.

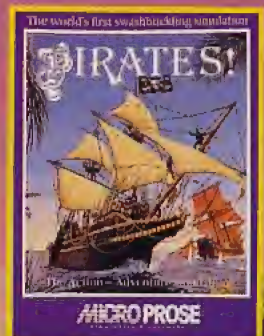


WONDERLAND

You will be confronted by puzzles, puns and challenges to keep you within wonderland's magical domains for hundred of hours.

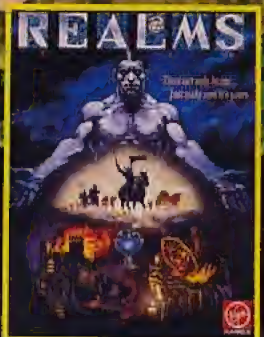
PIRATES

You will achieve your goals - wealth, power and prestige - if you choose the most lucrative expeditions and forge the most fruitful negotiations.



REALMS

You are the king and you can take complete control of your destiny as you attempt to dominate the world.



REALMS © Virgin Games Ltd.
PIRATES © Microprose Software Inc.
MEGALOMANIA © Mirrorsoft Ltd
POPULOUS © Electronic Arts
WONDERLAND © Magnetic Scrolls Ltd
© Virgin Mastertronic Ltd.

Amiga is a trademark of Commodore-Amiga, Inc.
Atari ST is a trademark of Atari Corporation.
IBM is a registered trademark of International Business Machines.

Compilation available
on Atari, Amiga & PC
PC (Populous, Realms, Wonderland, Pirates)

UBI SOFT Ltd
Finchley House
707 High Road
North Finchley
LONDON N12 0BT
T. 081 - 343 - 9055

UBI SOFT
Entertainment Software

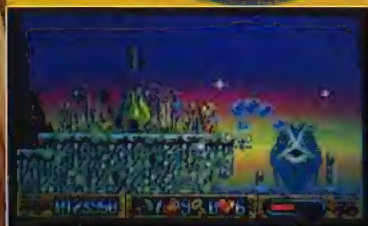
NICKY BOOM!

Nicky Boom will thrill you with its humour and animation, it is easy to play and its hero is so adorable, unbelievably cute.

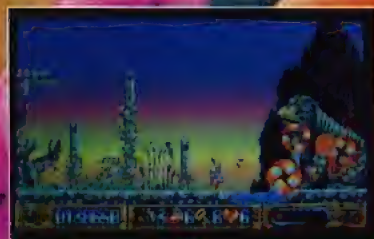
- 1600 screens
- 8 different soundtracks
- scrolling 50 images per second*
- (*Amiga)

To help Nicky Boom in his quest, you will need many skills to win:

- A good sense of direction :
You will travel through 8 huge levels (200 screens per level) representing 4 different worlds that are more and more dangerous !
- Skill /
There are more than 50 different monsters, each one more scary and dangerous than the last !
- Cunning :
A multitude of secret passages, mechanisms, bonus rooms and teleporters to be discovered.



Can you meet the challenge ?
In any case Nicky Boom already beleives
YOU can !



MICROÏDS

• The Bitmap Brothers •

THE CHAOS ENGINE

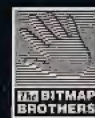


• TIME FOR CHAOS •

Atari ST (STE Enhanced), 1Meg Amiga & PC • 1 or 2 Player

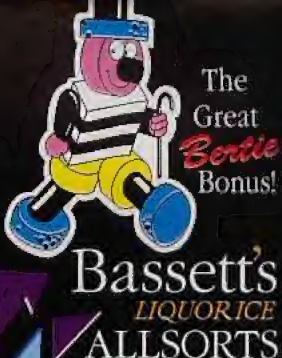
C1, Metropolitan Wharf, Wapping Wall, London E1 9SS. © 1992 The Bitmap Brothers. Published by Renegade.

Tel: 071 481 9214 • Fax: 071 480 5690





Directions from Merlin Express Limited



For value added Amiga products there is only ONE Direction

Commodore Amiga Computer Range

Merlin Express can supply just about every Amiga within the range along with a variety of additional specifications [eg. extra hard drive, more memory etc.]. Commodore's new A600 range of Amigas now replaces the old A500 and 500 Plus models with the following advantages...

- Smart Card Slot [for future expansions & programs on Smart Card which load quicker than disk based equivalents]
- Built in Television Modulator
- Small "Desktop Footprint" to save space
- Built to the latest "Surface Mounted Technology" standards
- Easy access joystick ports
- Built in Hard Disk Drive Controller for later addition of internal Hard Disk Drives and...
- For total peace of mind... FREE 12 MONTHS ON SITE IN-HOME MAINTENANCE WARRANTY SERVICE IS SIMPLY A PHONE CALL AWAY



Amiga A600 Wild, Wierd and Wicked Pack

Complete Games Pack with Keyboard, one 3.5" Floppy Disk Drive, Mouse, Leads, Manuals, Workbench Disks and THREE great 'WILD, WIERD AND WICKED' games...

- MICROPROSE GRAND PRIX
- PUSHOVER
- SILLY PUTTY and...
- DELUXE PAINT III

at a not so wild, not so wierd, but really...

Wicked Price!
contact us to find out NOW!!!

Amiga A600 Floppy Disk Welcome Pack

Introduction to the World of Amiga... Keyboard, with 3.5" Floppy Disk Drive, Mouse, Leads, Manuals, Workbench Disks & Only Whilst Stocks Last, two great software titles...

- DELUXE PAINT III
 - A Great MYSTERY GAME
- Buy this welcome pack and add extra software or Sorcerors pack to make the ideal starter Amiga!

Too Hot to Print!
Phone us now for prices!

Amiga 1500 Home Office Pack

Suitable more serious use, the A1500 is equally at home for Amiga games too! The 'Home Office' pack inc...

- CPU with - 1Mb. RAM and TWO 3.5" Floppy Disk Drives
 - QWERTY Keyboard
 - Mouse
 - Leads
 - Manuals
 - Workbench 2 Disks plus...
 - THE WORKS Platinum Edition [WP, Database, S/sheet]
 - DELUXE PAINT III
 - HOME ACCOUNTS
 - ELF
 - TOKI and
 - PUZZNIC plus a great book...
- "GET THE MOST OUT OF YOUR AMIGA" great reference aid!!!

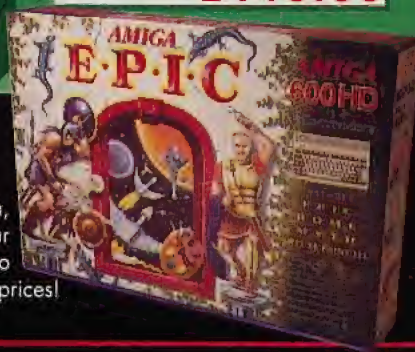
Seriously Priced... **£499.99**

If you need an even more serious Amiga, why not add a GVP hard drive to your A1500 or ask about A3000's supplied to your own specifications at competitive prices!

Amiga A600 20Mb. Hard Disk Epic

Keyboard, with 3.5" Floppy Disk Drive and a 20Mb. Hard Drive, Mouse, Leads, Manuals, Workbench Disks and a really fantastic software bundle... EPIC MYTH ROME TRIPLE LANGUAGE TRIVIAL PURSUIT DELUXE PAINT III AMIGA TEXT [Simple Word Processing] FIVE LANGUAGE DICTIONARY

SUPER HIGH SPEC. AMIGA **£449.99**



EXTRA Value with EVERY Amiga* only from Merlin Express...

If you want more than a truly great deal on your Amiga, just buy one of Merlins super Sorcerors packs or, 'make your own' from our special subsidised range of products. You pick the items you want and PAY LESS! Shown below are a few sample Sorcerors Packs... Choose one of these or 'make' a pack to suit yourself! A great idea with Christmas in mind!

	Normal or Recommended Prices*	ONLY		Normal or Recommended Prices*	ONLY
1	Mouse Mat £6.99		Sorc. Pack 1 [above] plus:	£40.94	
	A600 Dust Cover £5.99		GFA Basic	£49.99	
	10 Blank Disks £6.99		Photon Paint 2.0	£89.95	
	Library Case £0.99		Merlin 'T' Shirt	£8.49	
	2 x Quickjoy II Joysticks £19.98		Merlin 'Super 10' Games	£229.78	
		£40.94	Merlin 'Super 5' Games	£39.95	
				£459.20	
2			Sorc. Pack 2 [above] plus:	£459.60	
			ZOOL four game pack	£127.92	
			Deluxe Workstation	£39.99	
			80 Capacity Disk Box	£6.99	
			Amiga for beginners book	£12.99	
				£647.49	
3					

*The above Sorcerors Packs and Special Prices are for the detailed goods when purchased WITH an Amiga. If purchased separately the prices will be different from those shown. Please ask for details if required.

Amiga Printers - With Merlin FREEBIES

star 9PIN	CITIZEN 9PIN
LC20 Mono £134.99	120D+ Mono £129.99
LC100 Colour £164.99	Swift 9 Mono £179.99
LC200 Colour £194.99	Swift 9 Colour £184.99
ZA200* Colour £Phone	ProDot 9* Mono £Phone
ZA250* Colour £Phone	ProDot 9* Colour £Phone
star 24PIN	CITIZEN 24PIN
LC24-20 Mono £199.99	Swift 200 Mono £219.99
LC24-100 Mono £189.99	Swift 200 Colour £PHONE
LC24-200 Mono £219.99	Swift 240 Mono £249.99
LC24-200 Colour £264.99	Swift 240 Colour £269.99
XB24-200* Colour £Phone	Prodot 24* Mono £Phone
XB24-250* Colour £Phone	Prodot 24* Colour £Phone
hp	
Deskjet: 500 Mono £369.99	
500 Colour £559.99	
Pointjet £679.99	
Printer Starter Pack	
200 Sheets Cont. Paper - 5 Cont. Envelopes - 100 Cont. Address Labels - 1 Amiga Driver Disk [for Citizen printers]	Only... £9.99 with a printer [or £17.99]

With Dot Matrix Printers* from Merlin you get... a Quality Dust Cover, Cable to your Amiga & Two Part Printer Stand ALL FREE OF CHARGE! (Covers not available for printers marked thus*)

WORTH OVER £25 separately!
Genuine Printer Ribbons **£Phone**
2 Part Printer Stand **£7.99**
1000 Sheets Cont. Paper **£9.99**
2000 Sheets Cont. Paper **£18.99**

Final Copy
Official UK Version
£79.99 (imp £99.99)
[Or just £64.99 when purchased with a printer from Merlin!]

mini Office
the perfect all-in package for your home or business
This one has had some GREAT reviews & deserves them!!! Word Processor, Database, Spreadsheet & Disk Manager
£42.99 (imp £59.99)
[or just £37.99 with a printer from Merlin!]

Pen Pal
The UK's BEST SELLING WP and database at a new LOW price...
£49.99 [or just £39.99 with a printer]



Delivery: Hardware and larger items are despatched by courier at a cost of either £7.50 for a next working day service or £6.00 for two working days. Saturday delivery is available at just £12.00. Smaller items are normally posted and all goods are generally despatched on day of payment clearance.

Exports: Merlin are happy to supply BFPO & Export markets (VAT usually deducted). Delivery charges vary from UK and, all warranties are for UK only.

Payment Facilities: Payment may be made by Switch, Access, Visa, Cheque [please allow 7 working days for clearance], Bank or a Building Society Draft [which require no clearance], Postal Orders or cash.

Warranty: Hardware warranties allow for 30 days refund or replacement (subject to manufacturers conditions etc). After 30 days & within 12 months of purchase faults are rectified by relevant makers repair schemes. Software & small items carry various warranties, please ask for details. Goods which carry an 'on-site' guarantee are attended to by the makers own nominated service agents.

General Details: All information is correct at time of going to press. E&OE. Every effort is made to ensure the information in this advert is correct, but you should always confirm any offers, prices, availability etc., PRIOR to placing your order. We reserve the right to alter product prices or specification without prior notice [please note prices may fluctuate up OR down]. Goods are not supplied on a trial basis.

NEW MERLIN ZOO Pack...

A GREAT NEW PACK just for Christmas!!!
 Containig the game that's probably going to be
 this years best seller, ZOO...one of the cutest
 characters ever! He has to collect 'all sorts' of
 sweets during his adventures and that's why
 Merlin's friend BERTIE BASSET has decided to
 give you a packet of his World famous
 Liquorice Allsorts FREE, to get you in the mood!
 The new Zool pack can be purchased with
 any of our Amigas at a price to keep you sweet!

Merlin's ZOO Pack contains...

ZOO [rrp £25.99]
 PINBALL DREAMS [rrp £25.99]
 STRIKER [rrp £25.99]
 TRANSWRITE WP [£49.95]
 Plus **FREE** PACK OF LIQUORICE ALLSORTS!!!
 Only... **£19.99**
 When purchased
 with an Amiga



FREE HOTEL ACCOMMODATION
 With EVERY Amiga from
 Merlin you will receive
 a brochure with vouchers
 for up to 16 nights FREE
 accommodation in any of
 over 250 Hotels - all you
 pay for is your meals!
 (meal prices are listed
 in the brochure)



Merlin SUPER 10 Games Pack

Dataslam	£19.99	Powerplay	£19.95
Dungeon Quest	£24.95	RVF Honda	£24.99
Tower of Babel	£24.99	Kid Gloves	£24.99
Grand Monster Slam	£24.99	Soccer	£24.95
Shufflepuck Cafe	£19.99	E-Motion	£24.99

Total Value at:
 £29.78 ONLY...
£14.99
 When purchased
 with an Amiga



Merlin SUPER 5 Games Pack

Saint & Greasy Trivia	£7.99
Casino Roulette	£7.99
20000 Leagues	£7.99
Skidoo	£7.99
Table Tennis	£7.99

Total value of:
 £39.95 ONLY...
£7.99
 When purchased
 with an Amiga

**Upgrade your
 A600 to 2Mb.**
 More and more programs
 need over 1Mb. and if you
 purchase an extra 1Mb.
 with your new A600 it will
 only cost... **£39.99**
 £44.99 purchased
 separately

ZAP!!! Oh!!! what a T Shirt

Now this is a 'T' Shirt!
 Printed in FULL COLOUR
 with Merlins own Logo!
 Only **£8.49**
 or FREE with all orders
 over £250 paid by Switch,
 Cash or Cheque or FREE with
 all orders over £500...
 however payment is made.



GVP Hard Drives and Product Range

HD8+/II Hard Drives

Simply attaches into the side port of your Amiga A500/A500 Plus	
0Mb. [no HD] HD+/II Unpop.	£189.99
42Mb. HD+/II Unpopulated	£289.99
80Mb. HD+/II Unpopulated	£369.99
120Mb. HD+/II Unpopulated	£409.99
240Mb. HD+/II Unpopulated	£659.99

A530 Combo Boards

Simply attaches into the side port of your Amiga A500/A500 Plus. All units are 40MHz and come with 1Mb. of 32Bit RAM installed.	
80Mb. - 1Mb. RAM	£629.99
120Mb. - 1Mb. RAM	£719.99
240Mb. - 1Mb. RAM	£929.99
68882 Maths CoProcessor	£209.99

A1500 Hard Cards

Fits internally in your A1500 onto available slots.	
0Mb. [no HD] Unpopulated	£129.99
42Mb. Unpopulated	£269.99
80Mb. Unpopulated	£339.99
120Mb. Unpopulated	£399.99
240Mb. Unpopulated	£619.99
420Mb. Unpopulated	£979.99

GVP Memory Upgrades

Upgrades for HD8+/II and A1500 Hard Cards [SIMMS 1Mb. or 2Mb.]	
2 x 1Mb. Chips	£49.99
4 x 1Mb. Chips	£99.98
2 x 4Mb. Chips	£199.99
Upgrades for Combo Boards [32Bit SIMMS 1Mb. or 4Mb.]	
1Mb. Chip	£69.99
4Mb. Chip	£164.99

Other GVP Products

PC Emulator to fit HD+/II or A530 Combo Boards	£199.99
Digital Sound Studio [60000]	£59.99
G-Force 1500/2000 Accelerators...	
030-25MHz + 1Mb.	£569.99
030-40MHz + 4Mb.	£799.99
030-50MHz + 4Mb.	£1099.99
Hard Drive fitting Kit for G-Force that allows mounting of SCSI Drives	£39.99
GVP - OPTICAL & SYQUEST REMOVABLE DRIVES AND GVP IMPACT VISION 24	
AVAILABLE TO ORDER.	£Phone Us!

HARD DISK UTILITIES...	
Quarterback Vers. 5	£39.99
Quarterback Tools	£Phone
TAKE £5 OFF IF PURCHASED WITH A GVP	

Amiga Peripherals

Philips CM8833/II

14" Colour Stereo Monitor - **£Phone!**
 with Green Screen Switch **bundle with an Amiga**
 COMPLETE WITH A FREE AMIGA LEAD AND A
 QUALITY VINYL DUST COVER PLUS 1 YEAR
 ON SITE MAINTENANCE PLUS...
 FREE!!! LOTUS TURBO CHALLENGE II

CM8833/II Tilt/Swivel Stand - Philips	£14.99
CM8833/II Tilt/Swivel Stand - Philips	£14.99
Anti Glare Screens 14"	£19.99
Range of Quality Workstations	From £19.99

Philips TV Monitors

3332-15" Remote & sleep timer	£219.99
2331-15" Cube TV, Remote & sleep timer with Teletext	£249.99
2341-17" version of the 2331	£299.99
TAKE £10 OFF WHEN PURCHASED WITH AN AMIGA OR MAJOR HARDWARE!!!	

Amiga Upgrades

AMIGA A500 RAM Upgrades:	
0.5Mb. No Clock	£19.99
0.5Mb. with Clock	£24.99
AMIGA A500 Plus RAM Upgrades:	
1Mb. fits in trapdoor	£37.99
AMIGA A600 RAM Upgrades:	
Include: 1Mb. Chip RAM & Clock, then:	
0.5Mb. Upgrade to 1.5Mb.	£37.99
1Mb. Upgrade to 2Mb.	£44.99
[TAKE £5 OFF IF BOUGHT WITH AN A600]	
Official Commodore Kickstart 2	£79.99
[upgrades your Amiga to 2.04 & includes... Manuals, Disks, ROMs etc.]	

Amiga Scanners

Naksha Hand Held 200/400dpi	£109.99
32 Grey Shades with software	
DAATAscan Professional 100/ 200/300/400 dpi 64 Greys with software	£136.99

3.5" Second Drives

Commodore 1011 Drive	£54.99
Cumana CAX 354	£54.99
Roclit Ultra Slim...Beige or Black	£64.99

Amiga Bits'n'Bobs

MISCELLANEOUS	
Mause Mats, high quality 8mm	£6.99
Dust Covers, THICK vinyl good quality well finished covers for most major hardware items [Don't confuse these with inferior types!]	£3.99
Disk Storage Boxes, 80 capacity	£7.99
Disk Library Cases, 10 capacity	£0.99
JOYSTICKS AND MICE	
Full range of joysticks from LOGIC3 & QUICKJOY plus others-phone us!	From £4.99
Zipstick Autofire	£11.99
Konix Speedking Inc 4 A500 Games	£19.99
Quickjoy II Microswitched Joystick	£9.99
Joystick Extension Leads	£5.99
RoboShift Joystick/Mouse switcher	£14.99
Naksha Mouse with holder, mat, and Operation Stealth software	£29.99
Squik Microswitched Mouse	£16.99
BLANK DS/DD DISKETTES	
10 off unbranded certified disks with a library case and labels	£7.99
TDK Branded Disks -With gift points to collect for Chart Topping CD's/Cassettes or £10 Thomas Cook Travel Vouchers!!!	
1 Box of 10 Disks DS/DD	£8.99
5 Boxes of 10 Disks DS/DD	£34.99
10 Boxes of 10 Disks DS/DD	£64.99

Amiga CDTV Packs

Multi media :
 HERE - in one machine that can access
 a wealth of Amiga software as well as
 CDTV titles and CD Music. Contains:
 Amiga CDTV, Keyboard, Mouse, CBM
 3.5" Disk Drive, Remote Controller,
 Workbench Disks and Welcome CD...
CDTV Multi Media Pack
£459.99

CDTV Welcome Pack

CDTV Unit, Welcome Disk, Remote,
 Hutchinsons Encyclopaedia AND
 Lemmings whilst stocks last at only...
£369.99

Amiga A570 CD ROM Drive

CDTV capabilities for
 your Amiga A500+, just
 plug in and go!!!
£329.99 Now with FRED FISH
 collection FREE!!!

NEW... 'THE DEMO COLLECTION' CD from the makers of FRED FISH at a
 GREAT PRICE! Animations, over 1000 music modules, 32Mb. Clip Art,
 Fonts, Demos, W/B 1.3 & 2.04 auto load, complete with a copier for
 floppy disk transfer...600Mb. of BRILLIANT CD SOFTWARE ONLY **£19.99**

EDUCATIONAL SOFTWARE

Educate Your Kids

Because we've got our own 'little treasures', we at Merlin know
 the advantages of the home computer both at school and just
 as importantly in the home. Shoot 'em up games are fine, but...
 ISN'T IT TIME YOU ENCOURAGED YOUR CHILDREN
 TO LEARN WHILST THEY PLAY?
 There is now a wealth of good quality ENGLISH educational
 software which your kids will think are games but, when they
 'play' them the bonus is they're actually learning too! Covering
 every age group possible is a great new learning revolution!
 WE'VE LISTED JUST A FEW EXAMPLES BELOW. PLEASE
 PHONE US FOR MORE DETAILS OF WHAT'S ON OFFER!

Disney's... MICKEY 1-2-3, MICKEY a-b-c,
 MICKEY Colour Shapes, MICKEY Crossword,
 Shoe People, Hooray for Henrietta, Count & Add,
 Soapy's Fun Numbers, Thomas Fun with Words,
 Noddy's Playtime, Magic Maths, Spellbound,
 The Three Bears, Wind in the Willows,
 Which-Where-What?, Paint Pot 2, Alvin's
 Puzzles, Shopping Basket...

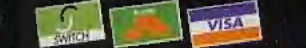
FUN SCHOOL PROGRAMS [one of the books]
 Fun School 2 [under 6/6 to 8/8 and over]
 Fun School 3 [under 5/3 to 7/7 and over]
 Fun School 4 [under 5/3 to 7/7 to 11]
 New... **FUN SCHOOL SPECIALS...** New
 Spelling Fair [7 to 13], Paint & Colour [over 3's]
 Merlin's Maths [7 to 11]
 Primary Maths [3 to 12], Micro French [to GCSE],
 Micro German [to GCSE/Business], Micro English [to GCSE],
 Micro Maths [to GCSE], Magic Maths [A1 level]

The above [and lots more] are available at great
 prices OR, why not buy an educational compilation...
COMPENDIUM SIX [5 to 10]
 6 Brilliant Educational Titles in one pack!!!
 Kids Type, Where is it? What is it?, Weather
 Watcher, Game-Set & Match, Words and
 Numbers, Calendar Quiz... **JUST £29.99**

LET MERLIN PUT A PACK TOGETHER AND SAVE EVEN MORE!
STOP PRESS... New Amiga Range!!!
Amiga 1200: You'll see it on TV soon!
FOR LESS THAN £399!
 New member of the Amiga family, the new 1200 can boast...
 New AA Graphics Chip Set [giving up to 16.8 Million colours!
 256000 at any time!], Fitted 2Mb RAM, Single Floppy Drive,
 32-bit architecture with FASTER processor speed! Keyboard with
 numeric keypad, Smart Card Slot etc. PHONE US NOW!

Amiga 4000: The PREMIER AMIGA...
FOR THE ENTHUSIAST!
 Top end of the Amiga tree, the new Motorola 68040 driven
 A4000 is a REALLY PROFESSIONAL AMIGA!!!

Merlin Directions Order-Line



0602 441442

WHY MERLIN? Remember when you purchase from Merlin you receive a complete unit
 with ALL you need to get you going lie with a printer? you get a dust cover, lead & stand!
 When comparing prices consider what you get.....at Merlin you get the lot!

WARNING! AMIGA AND HARD DISK DRIVE WARNING!
 Please remember that if you are offered a new Amiga A600 with a Hard Drive
 NOT already installed by Commodore lie, 20Mb. version], the manufacturers
 warranty will be void. You may then be reliant on the individual dealers 'own
 warranty' and NOT the Official Commodore On-Site Guarantee!



MerlinExpress Limited

Unit C7, Dept. AMF, The Ropewalk Industrial Centre,
 Station Road, Ilkeston, Derbyshire. DE7 5HX.
 Telephone: 0602 441442 FAX: 0602 440141

MerlinExpress Directions

Teque's space-bound sequel to the fantasy role-playing bonanza *Shadowlands* has arrived, and this time no-one can hear you scream.

Six months ago we were all impressed by *Shadowlands*, the clever light-tracing isometric game set in a fantasy world of clerics, fighters and thieves. A strange mix of puzzles and role-play, it was heaps of fun. Now the same programmers, Teque, take us into a future world where things look just as bright, but a lot more dangerous.

One of our labs is missing

This is *Shadowworlds*. In the aftermath of a cataclysmic galactic war which has forced man to see the error of his ways and relinquish violence forever, there's still one weapons research space-station at the edge of the galaxy, but you've suddenly lost contact.

So now it's up to you and your hand-picked team of hard guys and gals to infiltrate the bases of the station's planetary system; to beam from one world to the next and find out what has happened. On going through the front door of your first port of call you find out that a bunch of villainous androids and aliens are guarding the premises.

And so into action with your select troop of space warriors, where we find one or two things have changed during the passage of time from the fantastical past to the far future. The ability to split your party into however



Your team needs to possess a mixture of skills lest some of the obstacles become too difficult to pass later.



There's a vital difference between *Shadowworlds'* inventory screen and the one in *Shadowlands*: you can mix and match any gun pieces you find to make a variety of deadly weapons.

Shadowworlds

many pieces you want still makes the *Shadow* series one of the most flexible fantasy role-playing systems around, but *Shadowworlds* differs from its predecessor in a number of significant ways. First, ardent fans of *Shadowlands* will be outraged when they boot up only to discover that controlling the team just ain't what it used to be. Gone are the separate character control icons; now there are four faces for selecting a party member and one 'human figure' icon whose anatomy controls all the characters' actions. This means that the party needs to be told what to do one at a time, which slows things down a helluva lot (particularly when it comes to combat).

You will also find that it's now possible to display all four characters' inventories at once so you can easily exchange objects between them. It's still possible to scroll through each inventory from the main screen via a character's hands, though. The more compact

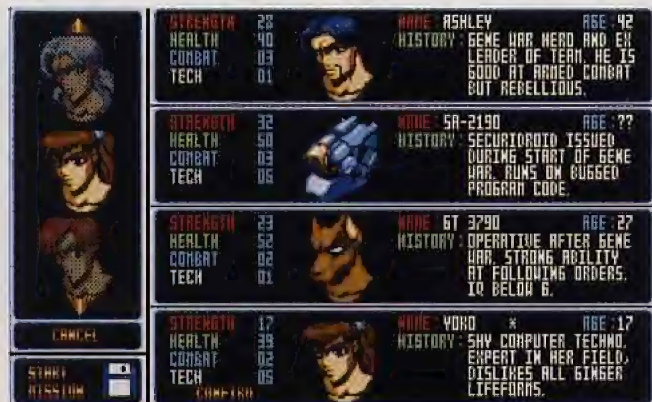
inventory screen has been achieved cleverly, partly through the removal of food and water which are now replaced by simply the 'fluid level'. In true space-age fashion, our heroes pump themselves full of nutrients by directly injecting them into the blood stream – how jolly appetising.

Being resident in a future age, you now have the considerable advantage of automatic weaponry. Such high-tech firepower lends a new atmosphere to the Photoscape system as pyrotechnic dum-dum shells explode in a blossom of light against walls and, regrettably, people.

Also, rifles and other instruments of destruction can be 'customised' to a certain extent by swapping their stocks or barrels around. This produces a wealth of new weaponry offering a wide range of destructive effects that can all be hurled against the enemy to good effect.

Instead of the character generator, which gave *Shadowlands* such flexibility, a number

“ The whole game boasts an excellent quality of design ”



ICON DO THAT

Surviving at the outer edge of the galaxy means knowing your icons, so here's a helpful guide to the main controls:



HEAD
Highlight and click on a flashing object in the game window in order to read it. Or hold down the mouse button to toggle your head-torch.



LEFT ARM
Utilises the object in your left hand or swings a punch if nothing is there. Highlight and click on the flashing object you want to manipulate.



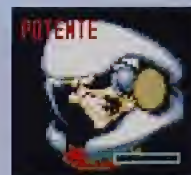
RIGHT ARM
Operates switches and picks up items. Highlight and then click on the flashing object or switch in the game window that you want to take or operate.



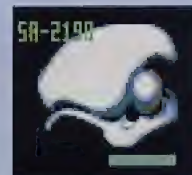
LEFT LEG
Moves the character as part of designated team formation. Click on the character's destination and the team will move there in formation.



RIGHT LEG
Moves characters individually. Click on the character's destination and he or she will dutifully separate from the main party and go there alone.



SKULL
This icon tells you that the character is a little less than useful right now. That is to say, dead. And no-one even heard him scream – space, huh?



BACK OF HELMET
Faithful to the style of *Shadowworlds*, this volte-face view shows that the character has wandered off to do his own thing on another level.



In most cases, when you come to a door in the dark it's wise to check around for hidden switches or computer terminals. Opening doors blindly can lead to disaster if you're not properly prepared.



In the gloomy atmosphere of *Shadowlands*, it's easy to get spooked by creatures in the dark.



Shadowlands takes a Japanese approach to artwork, despite being of British origin.

of pre-generated recruits are available for drafting on to your team. Each has skill specialities and personality quirks, which does give your characters a little more personality of their own (some are rebellious while others can crack under the strain, for example). Just pray that the hard nut of your party doesn't sit in a corner eating rusks when the going gets really tough.

Artificial unintelligence

Rock-hard these gallant space warriors may be, intelligent they are not. They just don't seem to be able to negotiate things like small gaps or doorways when they're in formation, and quite frequently start blowing their friends away when you order them to fire – the American military, in suitably understated style, dub this kind of idiocy 'collateral damage'. However, the impressive graphical quality that gave *Shadowlands* such a good atmosphere remains gloriously intact.

The whole game boasts an excellent quality of design that is not only very functional, but is also a pleasure to behold. No detail has been forgotten, either within the game environment or in the information displays, which have changed from an ornate and mystical design befitting a fantasy world into one of futuristic simplicity. The title screen also has that 'wide-eyed' Japanese look to it which gives it a trendy *Akira* feel.

The Photoscape system adds a huge amount of realism, spilling torchlight through doorways as they open and flashing explosions across the walls when a shell makes contact. Shining a beam into dimly lit corners can even trip photodetectors (which open doors or acti-

vate teleports). Teque have done their utmost to incorporate Photoscape fully into the gameplay and have done so with great success.

Shadowlands does for its predecessor what Bullfrog's *Populous 2* does for *Populous*: develops on a worthy theme without losing sight of the original's playability and feel. It has successfully continued the Photoscape system with a game of great depth and atmospheric quality, but does stumble slightly when it comes to the fluidity of gameplay and the realism of its characters.

A few little tweaks here and there would have brought the whole experience up to Format Gold quality, but even as it stands I shall still be playing *Shadowlands* until the cows come home (or, at least, until the next better version).

Paul Tyrrell

Shadowlands Krisalis ■ £25.99

- There's a great deal of variety when it comes to terrain and the opposition, and it all takes place in a huge play area.
- Photoscape adds that special, extra bit of realism – all graphics maintain the *Shadowlands* example of very high quality and attention to detail.
- The spot effects are eerie and mysterious, but nothing remarkable; a bit like the title tune really.



85%



Yet more mayhem comes to the beleaguered world of Krynn.

The Dark Queen Of Krynn

US Gold/SSI ■ £32.99

Will Krynn ever be the same again, especially after the *Champions Of Krynn* followed by the *Death Knights of Krynn*, and now this, the final battle? You would think that any planet in the universe would have had enough after such an onslaught.

But no, there's more. In *Dark Queen* you take the form of your worst nightmare and fight creatures too gruesome to contemplate. I guess AD&D fans could use their computers to become even more unsociable creatures and replace reality with a conjured-up world based on magic, good and evil. Or they could use this game to demonstrate to themselves that there is more to life than surreality, because *Dark Queen* is not too hot.

My advice would be to stick to using your Amiga for something much more interesting and original like *Eye Of The Beholder*, a game that is a real computer game, not just a dice game translated on to an Amiga.

Verdict 49%

Asam Ahmad



Paper-and-dice fantasy once again limps on to the small screen.

Treasures Of The Savage Frontier

US Gold/SSI ■ £32.99

It never rains, but it pours. Yes, *Treasures of the Savage Frontier* is another fantasy role-playing epic sporting the usual assortment of monsters, magic, swords, sorcery and the like.

The problem with it is that it's not designed to be played on a computer; it's a role-playing game that has been automated. *Treasures* makes hardly any use of the Amiga itself, but is just a fantasy game that doesn't rely on the use of a pen and paper. In fact you have to refer to the guide so much for details on characters and quotes that the game may as well have remained a paper-and-dice effort.

I must say that the presentation of the package is very good, with good clear rule books and journals – the handbooks that form the basis of the game. It's sad to see that these games have been created as an alternative for fantasy freaks to play against computer-generated characters instead of playing their fellow fantasy friends. Stick to the dice versions.

Asam Ahmad

Verdict 49%

3D CONSTRUCTION KIT 2.0™

A VIRTUAL REALITY PRODUCT

If you like to delve a little deeper than most, then this is the product for you.

Welcome to the world of 3D Construction Kit 2.0™ where virtual realism becomes a reality.

3D Construction Kit 2.0™ is the only virtual reality package available for the home computer.

Developed alongside professional VR products, it offers a wide range of facilities including:-

- 3D shape designer/manipulator
- Sound effects manipulator
- Game design utility
- Print out/screen dump option
- Animation programmer
- Computer VCR playback function
- Clip art library with colour catalogue



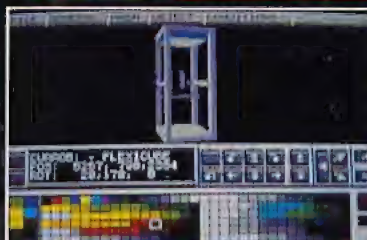
Design your dream house and fly around for an aerial view



What about the kitchen? With 3D Construction Kit 2.0 it's easy to design one yourself



The 'Create' panel is designed to be icon driven with just a mouse. No complicated programming - it's been done for you!



And once you've designed your object, you can colour it with a comprehensive palette.



Create cars, people - even elephants! They can all be animated to provide realism within the environment you select.



Sim-city? Make your own and look around. And don't forget, 3D Construction Kit 2.0™ has a data disc full of ready made objects to get you up and running..

INCLUDES
**FREE
TUTORIAL
VIDEO**

We know how frustrating it is to buy a piece of software and have to wade through a huge instruction manual just to get started. So we've included a short tutorial video to get you up and running quickly and give you a taste of what 3D Construction Kit 2.0™ is all about. Starting from scratch, the tape will show you how to create, manipulate and join objects, design landscapes and even make your own game! You'll also get a glimpse of some of the fantastic results that can be achieved once you've had a bit of practice.

DOMARK

Designed and Programmed by Incentive Software
© 1992 Dimension International Ltd. IBM PC Screenshots
Domark Software Ltd., Ferry House, 51-57 Lacy Road,
Putney, London SW15 1PR

incentive
The Award Winners

THE SUPER STARS RETURN



EUROPEAN RAMPAGE

TOUR

*Trademark of TitanSports, Inc. **Hulk Hogan™, Hulkamania™ and Hulkster™ are trademarks of Marvel Entertainment Group, Inc., licensed exclusively to TitanSports, Inc. All other distinctive character names, likenesses, titles and logos are trademarks of TitanSports, Inc.
© 1992 All rights reserved.

OCEAN SOFTWARE LIMITED
2 CASTLE STREET · CASTLEFIELD
MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633 · FAX: 061 834 0650



WF

NOW FIGHT LIKE YOU MEAN IT



Once again, the WWF* Superstars* unite for the Grand European Rampage* Tour.

Join your favourites,

Hulk Hogan, Ultimate Warrior***

and many more as they travel across Europe to square off in the ring against tag teams like the **Natural Disasters*** and the **Nasty Boys***.

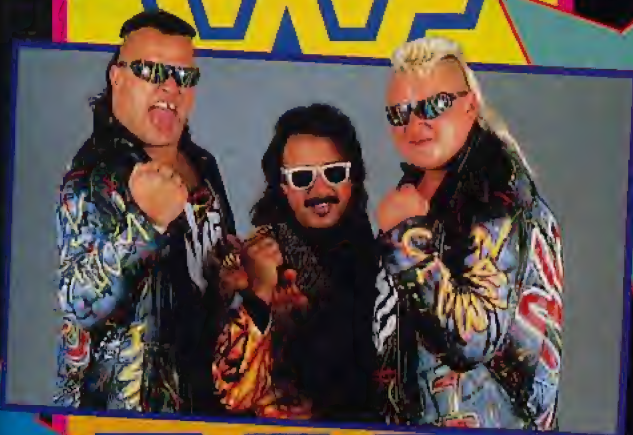
Watch them in the squared circle.

Follow them to the Grand Finale Match at Madison Square Garden in New York City.

Test your strength and skill.

Work with your team-mate to achieve the ultimate goal - the

**European
Rampage*
Tag Team
Title**



ATARI ST . AMIGA
IBM PC & COMPATIBLES
COMMODORE 64



Now here's a crazy mixed-up game for crazy mixed-up people. Take the bare bones of a motorbike racer, flesh them out with the brawling and violence from a beat-em-up, and you have...



It was at this precise moment in time that Joey realised the full implications of the government's public-information advert: "Remember to lay back and ride wide."



All mouth and no trousers this Biff bloke. He's always near the front, but he's a total gimpoid.



The 300-mile motorbike relay never quite made it to the Olympics, due to misuse of the batons.

Graphically, it's not as good as the three-year-old *Super HangOn*, although it's possibly just a touch faster. In the sound department, it's as bad as *Super HangOn*, and there's no excuse for that. But where *Road Rash* really does score is in its gameplay. It's just all-out thrash fun, right from the start, right to the finish. Although you might not initially be tempted to pick up your joystick and go for a burn, once you do, you'll find it difficult to stop. And it's got nothing to do with poor brakes.

Road Rash is a pretty simple racing challenge. There are five levels of race difficulty, with the length of track or the number of twisting turns and cross-roads being the main variations. At each level there are five separate courses, each with its own scenery,

Road Rash

Much like motorcycle riding itself, motorcycle games have always been a bit hit or miss on the Amiga, and none more so than Electronic Arts' bizarre new racing beat-em-up, *Road Rash*. Mile upon mile of open road, plenty of fast, furious motorbiking action, and a liberal dose of unnecessary violence thrown in for good measure. But how do you mix aggression with the reflex-honing activities you normally associate with racing games? Simple. Here you get the chance to punch and kick your biker opponents off the road, into trees, or worse, into the path of oncoming traffic.

To be this good...

After wowing an audience of console owners, *Road Rash* revs on to the Amiga scene, hoping to do the same to us. But if EA think Amiga owners are as easily pleased as the console kids, they're way off. Let's face it, these guys are impressed by two-inch screens and squeaks for sound effects. It's a lot harder to

sway people who expect full-screen action and hyper-sonic sounds – ie people who use Amigas.

It can't be denied that *Road Rash* is good fun, even if it is just a converted console game.



HOW TO AVOID A NASTY RASH THE FIRST TIME YOU GET A LEG OVER...

Once the flag drops, there isn't time to mess about, so here's a guide to what's on a Road Rasher's handlebars.



Think once, think twice, think don't leave your bike in the road while you nip off for a nap.



"Nyaaaaaaah! Leggo me flippin' hat! I can't see where I'm going, you great tart."

roadside objects and obstacles. You have to race on each course and finish in the top four on each one in order to make it to the next difficulty level. A system of rather long-winded post-race passwords enables you to leave or enter a specific race when you feel like it, without needing a save-game disk.

Ultimate ride?

You control your bike and rider with a joystick, using one of two available control modes. The important difference is the way you handle the punching and kicking of opponents – one uses the fire-button, the other uses the position of the joystick. Mastery of the high-speed attack is vital because your objective is to unseat the opposition by booting them off backwards or punching them in the helmet. Each opponent has his or her own characteristics which affects their relationship with you. If you act aggressively to one character, the chances are pretty high that they will retaliate. But if you merely dodge them, and whiz by on the outside without clashing, they

"This is going to annoy everyone from the road-safety crew to the Mary Whitehouse brigade"

may offer you tips or information at the start of the next race.

Winning races means cash in the bank, and the more you have the more you can spend. And spend you will, on important things like a newer, faster bike, or less important things like fines (incurred not for punching policemen off their bikes, but for getting caught afterwards). You also need cash to repair your bike when you damage it, and that's very likely to happen considering the way you and your racing cronies hurtle around blind bends at 140 mph. Death wish or what?

And that's basically all there is to it. *Road Rash* is a blast, but it's not as good as all the hype suggests. Initial reactions are not always the right ones, and in this case it has to be said that it plays a lot better than it looks and sounds. After a few races (when you've invested a bit of time and tired out your joy-



There's really no need for such wanton disrespect to the gentleman of the law. He's only doing his job, albeit with the vigour and zest that he'd normally reserve for arresting a war criminal.



If you should happen to hit a car at a crossroads and forget what to do, here's the basic procedure: fold your handlebars neatly into your lap, leap 30 feet into the air, and lie down screaming.

stick hand) it's very easy to get drawn into the game. The sheer mindlessness of the violence nearly makes it a classic. It's just so rewarding to get away with behaviour that would generally get you killed or nicked if you were to try it for real. Your psychopathic tendencies can be lived out to the full without danger of harming yourself or anyone else, but it still feels like you've been there and done it before.

Road Rash is going to annoy everyone from the police road-safety crew to the Mary Whitehouse anti-violence brigade – and quite

rightly so. After all, if people *didn't* get wound up about mindless, inconsequential things like computer games, then they wouldn't be half as interesting to play, would they? Although their fears are real to them, they're not nearly as heightened as the fear you'll have when you find yourself flying over the crest of a hill at a ton plus, with only a passing Volvo to break your fall. If you can get excitement like that on your Amiga, who needs to try it for real?

Neil Jackson



Ever seen blokes doing this and wondered what it was about? After 15 long, gruelling hours on the road, leg-cramp is the biker's nightmare.

Road Rash Electronic Arts ■ £29.99

- A bit lacklustre to begin with, but you soon get addicted to *Road Rash*'s action.
- More fun than you could have skating down a mountain in slippers (believe us, we've tried it).
- It'll get your mum ringing up the papers complaining about violence.
- Sounds like a kazoo, looks like a moped on an 8-bit, but brilliant fun all the same.



84%

ST ALBANS OPEN SUNDAYS
10.00AM - 4.30PM
LATE NIGHT OPENING FROM MID
NOVEMBER - PHONE!

OLD AMIGA TRADE-IN

The best trade-in allowance, extra for peripherals and accessories. Trade in your old machine for a brand new A600/ A1500/1200/3000/4000/CDTV or even PC
AMIGA FROM £195
 A limited number of refurbished A500/1500/3000s are available, complete with 3 months warranty.
 Also, ask about refurbished printers, 590 and other hard drives, monitors and peripherals.

AMIGA 500+ £284.99

A500+ with A570CD + PDCD£584.99
LIMITED NUMBER AVAILABLE - PHONE!

TRADE IN AVAILABLE AMIGA 3000

Latest version, 68030 25MHz, 3.5" 880K FD + spare drive bay (or 4 spare bays on Tower), 512K 32 bit ROM, 4 Zorro III, slots with 2PC AT slots (or 1 CPU, 7 Zorro III, 2 PC AT on Tower), hard drive and memory as below:

DESKTOP	52MB	120MB	210MB	425MB
1MB video + 1MB Fast Ram	1289	1469	1729	2249
2MB video + 1MB Fast Ram	1437	1679	1959	2359
2MB video + 4MB Fast Ram	1599	1729	2029	2429
2MB video + 8MB Fast Ram	1729	1859	2149	2559
TOWER				
1MB video + 4MB Fast Ram	-	2299	2549	2949
2MB video + 8MB Fast Ram	-	2449	2699	3199

With Multimedia Pack: AmigaVision, Deluxe Paint 4.1 and Scala ADD £195.99
 OR with Pro Page 3 + Pro Draw 3 ADD £165.99
 With extra 4MB Fast RAM (fitted if required) ADD £169.99
 With Philips SVGA 28dpi inc. tilt & swivel ADD £259.00

AMIGA 4000 MULTIMEDIA AMIGA

New AGA Chip Set + blistering 68040 processor, 256,000 colours from 16.6 million, scan doubling for flicker free display, 25 MHz, Mouse, Amiga 3.5"/1.76 MB 3.5" drive Plus Cross DOS for transfer of files between Amiga DOS + MS DOS, 2 rear + 2 front 3.5" bays, 1x 5.25" bay, Hard Drive as below, Amiga DOA 3.0 system and utilities, Gold Service Warranty
ALONE
 120MB HD 2 + 4MB £2259 inc. VAT
 120MB HD 2 + 8MB £2429 inc. VAT
 240MB HD 2 + 8MB £2599 inc. VAT
 With SVGA low radiation high-res 28 dot pitch col. monitor inc tilt and swivel ADD £259

NO OTHER DEALER CAN BEAT OUR CREDENTIALS

- 8+ years experience in Commodore product and here to stay
- Commodore trained staff are friendly and helpful and are parents, multimedia, educational, games, programming or technical specialists (usually more than one!)
- Open 9-6 pm Monday to Saturday and 10.00 am to 4.30 pm Sundays for convenient shopping.
- Callers welcome for advice and demonstration at our 1600+ sq ft High St, Town Centre branches
- Next day delivery for most orders received by 5.30 pm; express am and Saturday services available
- Hardware carefully handled and delivered safely and reliably by caged, insured, top name courier service
- 100% pre-despatch testing on Amigas
- Free 30 day, next day courier collection and delivery of NEW replacement (except product with on-site maintenance)
- Hotline support and in-house engineers
- Upgrade and trade in offers to keep you up to date
- Exceptional after sales service

NOT JUST ANOTHER MAIL ORDER COMPANY
 For years a major player in Amiga Mail Order, Hobbyte also boasts extensive expertise and experience in specification and support of multi-machine and specialist systems. Hobbyte have been recommended and trained by Commodore and successfully won major orders and support contracts from London Boroughs, MOD, educational establishments etc. We are pleased to be placed on tender lists.
 This expertise is available to all our customers.

• AMIGA SPECIALISTS • STAR GOLD DEALER • CDTV CENTRE • PHILIPS APPOINTED DEALER •

Hobbyte

COMPUTING
ESTABLISHED 8 YEARS

10 MARKET PLACE ST ALBANS
 HERTS AL3 5DG TEL: (0727) 56006/41396
 THE GALLERY ARNDAL CENTRE LUTON
 BEDS LU1 2PG TEL: (0582) 457195/411281

AMIGA 600

TRADE IN
AVAILABLE

A600 with 12 month on-site warranty,
 1MB, WB 2.05, 3.5" FD + Smart Card Interface,
 Mouse and Manuals

	ALONE	UK 8833/CBM 1084
A600	264.00	444.00
A600 20MB HD	419.00	599.00
A600 60MB*	494.00	674.00
A600 80MB*	534.00	714.00
A600 120MB*	594.00	774.00

2MB VERSION ADD £39.95
 WITH DELUXE PAINT III + GAME ADD £5
 See below/across for alternative software packs
 * Top quality 3rd party drives, covered by full 12 month return-to-base warranty

GET IT FIRST FROM HOBBYTE

AMIGA 1200

£4PHONE!
99

With new AGA chip set, 256,000
 colours from 16 million colours. First
 shipment arriving early November - Very limited

TRADE IN
AVAILABLE

THE HOT LIST

CURRENT TITLES VARY - INCLUDES:

Paperboy II Hunt for Red October
 Colossus Chess Blinky's Scary School (under 12)
 Challenge Golf Battleships
 Ancient Games - 5 events Licence to Kill- Bond Game
 Cisco Heat - Police car race Silkswarm Helicopter jeep mission 93% CU
 Ed the Duck (under 12) Continental Circus - 8 Int race circuits 92% AA
 Master Blazer - 3D sports Zarathustra - Thrust clone 94% Zzap
 Onslaught - Format G 90% Thunderstrike - Fighter Flight Sim
 + LOTS MORE - AT LEAST 25 TITLES TO CHOOSE FROM!

1500 PACK EXTRA (ALSO FOR A500, A500+, A600 CDTV, 3000)

	VALUE/RRP
• The Works Platinum, word processor, spreadsheet, database	169.95
• Deluxe Paint III with animation	79.99
• Get the most out of your Amiga book	9.95
• 80 Prog. Hobbyte PD Greats Pack - see 'Hottest Lot Pack'	39.99
• 4 disc 700 Clip Art pics/graphics for DPaint III	9.99
• Puzznic OR Lemmings	24.99
• Toki Captain Planet	24.99
• Elf The Simpsons	29.99
• Digita Home Accounts	29.99
TOTAL VALUE	429.82
WITH AMIGA/CDTV	49.99
SEPARATELY	69.99
PLUS Starter Pack	67.99

STARTER PACK

	MAX VALUE/RRP
• Microswitched Joystick	9.99
• 80 cap. lockable disc box PLUS 10 blank discs	16.98
• 4 great boxed games - See HOT LIST	159.96
Phone for current choice OR Home Accounts	
OR DPaint III + 700 Clip Art Pics/graphics	9.98
• Mouse Mat and Dust Cover	6.99
• CDTV T Shirt	6.99
TOTAL VALUE	203.90
WITH AMIGA/CDTV	19.99
SEPARATELY	29.99

WITH ANY
OTHER PACK
ONLY
£18.99
EXTRA

HOW TO USE THIS AD

For the first time ever, you can choose your own Amiga and software combination, and still benefit from the huge savings only available from package deals.
 Want an A500 with 1500 software? No problem!
 Like an A1500 without games? It's up to you!
 All we ask is that you choose at least 1 software pack when you order your hardware (optional on CDTV, A3000 or A4000)

WE WANT TO BEAT ALL PRICES! CALL US!!

AMIGA 1500 inc. on-site

Full UK spec. with 1MB RAM, mouse, expansion as 2000, leads, manuals. New including Kickstart & Workbench 2.05. Hard disc configuration inc. the high performance GVP II controller card, EXPANDABLE TO 8MB. Fast 52MB + 120MB Quantum Drives are used.

	1500 SPECIALS
Dual Drive	469.00
DD+GVP+52MB HD	732.00
DD+GVP+120MB HD	872.00
With 8833/1084S	ADD 179.99
With 7CM + M/W FF	ADD 379.99

Per extra 2MB fitted to GVP ADD £60.00
 Also with Kickstart 1.3 + ROM Shaver ADD £39.90
 Also with Citizen 200 24 pin Col Printer + Starter Pack ADD £199.00

1500 SPECIALS

1/2 PRICE 1500 S/W PACK EXTRA This month only with 1500, 1500 Pack Extra at only ...£24.99
1500 + ON-SITE, 8833/1084S, CITIZEN 200
 24 pin col printer, 1500 Extra software pack, Starter Pack + AmigaVision
 52MB£1149.00 120MB£1329.00

CDTV

1MB, with Disc Caddy, Welcome CD + tutorial + remote control unit.
AS ABOVE WITH MATCHING DRIVE
KEYBOARD, MOUSE + WB 1.3
 As above £369* £459
 With Goldstar Black TV £549* £639
 monitor + remote control
 Extra RAM EPOA
 * Plus Hutchinsons Encyclopaedia + Lemmings
 See below/across for software packs

NEW
PRICES!

THE HOTTEST LOT PACK

	VALUE/RRP
• All as Starter Pack	203.90
PLUS:	
• Another 10 GREAT individually packaged games, BETTER THAN THE REST previous RRP's up to 39.99 each, phone to choose from HOT LIST , or leave it to us! Children's games available.	269.82
• 80 Prog. Hobbyte PD Greats Pack II - Includes top games like Battlecars, Star Trek, Computer Conflict, Megaball, dozens of arcade classics, board classics and 'shoot-em-ups', DPaint clip art, Utilities, Word Processor, Spreadsheet, Database + Desktop Publisher and the ultimate virus killers - a must for every new Amiga owner!	39.99
TOTAL VALUE	513.71
WITH AMIGA	49.99
SEPARATELY	69.99
SPECIAL: ALSO 10 extra great games	ADD 25.00

WWW EXTRA - OR 'ANYTHING YOU CAN DO' PACK

CAN YOU DO A BETTER PACK?
 Then do! Choose any s/w you like up to £60 RRP (or more, but you'll have to pay the extra) instead of 3 main games. If we think your pack is a winner, we will refund price paid and advertise it with YOUR NAME eg: 'Edward Bradshaws Pack'

	VALUE/RRP
• DPaint III with animation	79.99
• 700 clip art pics/graphics for DPaint III	9.99
• 3 disc Home Pack incl. W Processor, Dbase, Spreadsheet	9.99
• Virus Killer	4.99
TOTAL VALUE	182.93
WITH AMIGA/CDTV	49.99
SEPARATELY	59.99

ALSO WITH
STARTER PACK
£18.99
EXTRA

EPIC PACK EXTRA

	Needs 1MB and Hard Drive	VALUE/RRP
• Epic Pack:	Trivial Pursuit, Language Lab, Amiga text	29.99
	Epic, Rome, Myth	77.97
• DPaint III with animation		79.99
• 700 clip art pics/graphics for DPaint III		9.99
• 3 disc Home Pack incl. W Processor, Dbase, Spreadsheet		9.99
• Virus Killer		4.99
TOTAL VALUE		212.92
WITH AMIGA/CDTV		39.99
SEPARATELY		49.99

ALSO WITH
STARTER PACK
£18.99
EXTRA



At last, the finishing line is in sight. But I'm in last place and it's only a practice lap anyway. Humph.

the action in *NSP* is far more controllable, while still keeping up a fair old clip.

It's a mouse-only affair, which is fine by me, and merely requires holding down the right button to accelerate and the left to brake. Unless you want to be flash and use the manual gear change mode, which means keeping a hand hovering over the Amiga's keyboard.

Once into the races proper, things get a little more disturbing. Getting round Silverstone is job enough, but someone has taken the trouble to scatter bollards at some very inconvenient points around the track. Hit one and you'll damage the bike (which has a limited tolerance that ticks away until you stop for good) and lose places.

There also seems to be a fair number of riders who apparently spring up from nowhere. You can see the pack you're meant to be leading highlighted on a small circuit map, but other riders abound, creating mobile chicanes that add to the overall mayhem.

A bit backwards

It was after an encounter with one of these amateur riders that I found out you could do something totally brilliant: ride round the track the wrong way! I've always wanted to do this, but many racing games simply won't let you. Howling head-on for the leaders at a closing speed of around 400mph is great fun when you've given up on ever winning the race.

You also get to see the helicopter that follows the lead bike and provides one of the platforms for the four replay cameras that show you how you screwed up on that last chicane. It's reckoned that by studying replays you can learn the mistakes you're making and how to avoid them.

But most simulated track racing is so uncontrolled that it's more often than not a case of balls-out pace all the way (and scrape it round corners at silly speeds) so 'riding' technique rarely plays a part. Replay cameras are fairly pointless, but fun.

While lacking in the authenticity stakes, *No Second Prize* is a good halfway house between the mindless thrash of *Super HangOn* and the hard-to-control realism of *Red Zone* and *Team Suzuki*. If it had the two-player mode of the now-defunct Palace Software's *Hot Rubber*, then we really would have something to write home about.

Karl 'Queasy Rider' Foster

No Second Prize



A helicopter swoops low over the leading bike relaying pictures to the viewing masses. But at the rate I'm going, I'll never get on telly.



Another rider is set to be overtaken, but the circuit map on the left shows there's still a way to go to catch the leader.

Things seem to be hotting up of late for the two-wheel ton-up merchant. It seems like only yesterday we were wrestling with the realistic but terminally twitchy *Red Zone* from Psygnosis, while in this very issue we're kick boxing in EA's decidedly violent *Road Rash*.

Thus Thalion's *No Second Prize* emerges from the paddock with plenty of competition already on the grid. *NSP* is a fast-paced thrash around the world's most famous motorcycle circuits in pursuit of first prize (remember, there's no second one) – that only prize being not a Championship First, but for the ownership of the Sexiest Motorcycle in the World.

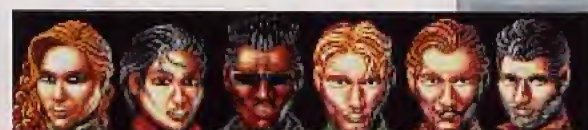
Some anonymous dude has fronted up this unique machine in the hope of attracting six monied privateers to duel their way through a 26-race season taking in such exotic locations as the Paul Ricard, Hockenheim and Oulton Park circuits.

Totally unreal

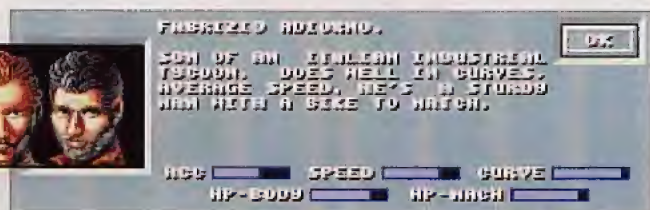
As such, we're not looking at a terribly realistic outing along the lines of *Team Suzuki*. Although the view from the saddle, the filled polygons and the accurate tracks are reminiscent of GBH's offering, *NSP* is more of a throttle-to-the-stop thrash and aimed more at the speed freak than the Grand Prix buff. Unusually for a motorcycle game, you get to

choose more than just the colour of the bike you ride. Each of the six competitors has certain attributes, such as impressive top-end speed, or brilliance at corners or, for the more ham-fisted, the ability to take the knocks when thwapped full-tilt into the nearest tree.

Having chosen whichever rider suits your riding style, it's off to practise on any of the 20 tracks before the first race of the season. It soon becomes clear that the bike, while not all that easy to control, behaves much more sensibly than *Team Suzuki*'s Suzis. Where a mere twitch of the mouse would have you veering wildly off course and into Mamola-ville in *TS*,



Here are the riders. Each has particular strengths – Fabrizio (right) is good on curves, for example.



No Second Prize Thalion ■ £25.99

- Very easy to get into – no complicated setting up, just go.
- Fast, controllable and pretty hairy at times with all the on-track obstacles.
- Choice of manual or automatic gear changing makes life easier.
- Not that appealing for fans of realistic racing sims.
- No two-player mode.



80%



At last a range of Joysticks with looks and performance that comes straight from the Arcade. With prices starting from as little as £13.99, they are seductively transparent to show their internal workings rippling like the muscles of an Iron-pumper.

SV135 MEGASTAR JUNIOR ▷

- Steel Shaft
- 7 Heavy-duty Microswitches
- Auto-Fire
- Left/Right Hand Switches

£18.99 inc. VAT



SV127 TOPSTAR ▷

- Six Heavy-duty Switches
- Auto-Fire
- Pistol-Grip

£22.99 inc. VAT



SV131 SUPERSTAR ▷

- Steel Shaft
- Six Heavy-duty Microswitches
- Auto-Fire

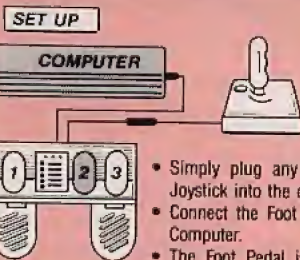
£13.99 inc. VAT



THE QT FOOT-PEDAL

ENHANCE YOUR VIDEO GAMES ▷

... Sometimes just using a Joystick is not enough to beat today's generation of computer games. The Foot Pedal Controller works in conjunction with a Joystick. By aligning any three of the Joystick functions to synchronise with the Foot Pedals it enhances any multi-functional game that includes flying, driving or playing sports ... games-playing will never be the same.



SV129 Foot Pedal Controller

£24.99 inc. VAT

- Simply plug any standard 9-Pin Joystick into the cable supplied.
- Connect the Foot Pedal into your Computer.
- The Foot Pedal is now ready to use.

Just what your AMIGA wanted!

Logic 3

LOGIC 3 products offer three things — style, quality and performance. There's that certain look, that certain feel that make LOGIC 3 products special. LOGIC 3 — 'Putting style into computing'.

LG737 SIGMA-RAY ▷

- Sigma-Ray table-top Joystick
- Six microswitches (closed type)
- Additional base fire buttons
- Rapid-fire function

£12.99 inc. VAT



LG 203 MANTA-RAY ▷

- Hand-held Joystick
- Six microswitches (closed type)
- Rapid-fire function

£11.99 inc. VAT



LG2RG SPEEDMOUSE ▷

- for Amiga/Atari Computers
- ultra-sensitive buttons
- Smooth and accurate movement
- Comfortable to use

£16.99 inc. VAT



Advanced GRAVIS

Simply the best ... GRAVIS products are made in Canada to the highest standards of Joystick Design and Engineering. They are comfortable to use and are built to last. In fact, you will probably need a new AMIGA before the GRAVIS gives up!

Clear

£32.99 inc. VAT

Black

£29.99 inc. VAT

GRAVIS SWITCH JOYSTICK ▷

- Eight position Tension Control
- Microswitch Fire-Buttons
- Independent Function Fire-Buttons
- Foam Padded Grip
- Black or clear versions available



◁ GAMES PAD for AMIGA

- 4 quick response buttons
- Select Single-Shot and/or Turbo-Fire
- Removable Joystick Handle
- 6 foot cable
- Left/Right Handed Button
- Controller Layout

Games Pad for Amiga

£19.99 inc. VAT



Datalux

DESIGNER MEDIA STORAGE ▷

Expertly designed, these boxes are not only practical and user-friendly, but are tough enough to provide years of trouble free service.

Just look at the features:

- Robust High Impact Base
- Removable Lid
- Incorporated Integral Lock
- Organisier Dividers
- Transparent Top
- Rubber Feet
- High Capacity

SV 510 3 1/2" version

£8.99 inc. VAT

- Space Saving Flat Pack
- Comes in 3 parts for quick Snap Assembly
- van.3 holds up to 80 3.5" Diskettes
- van.5 holds up to 80 5.25" Diskettes

SV 500 5 1/4" version

£8.99 inc. VAT



Give your AMIGA what it wants!

AVAILABLE FROM MOST COMPUTER STOCKISTS

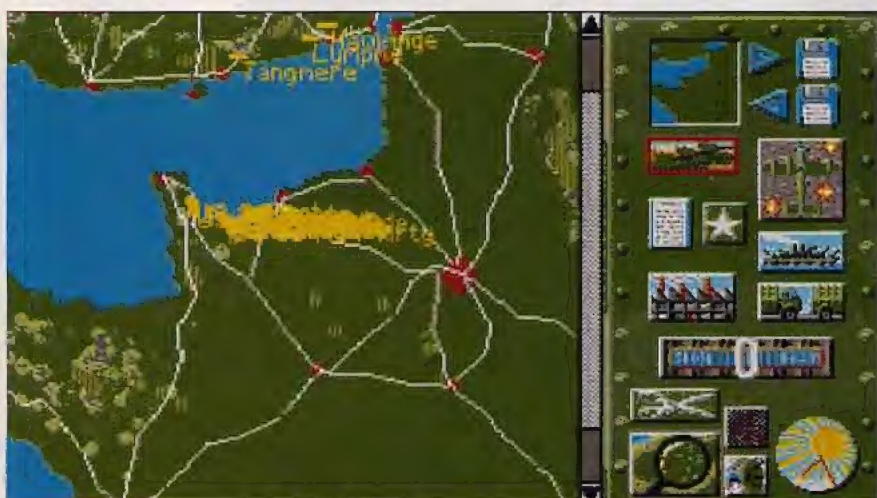
OR TELEPHONE: 081 902 2211



SPECTRA
VIDEO

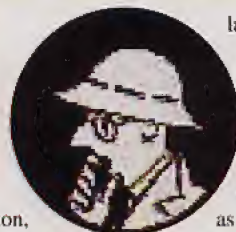
SPECTRAVIDEO, UNIT 27 NORTHFIELD INDUSTRIAL ESTATE, BERESFORD AVENUE, WEMBLEY, MIDDLESEX HA0 1NU, ENGLAND
TELEPHONE: 081 900 0024 • FACSIMILE: 081 903 6625 • HOTLINE 081 902 2211

Dust off your ration books and prepare to be bored to death by grandad. Alternatively, you could drag him over to your Amiga, stick him in front of Empire's new World War II strategy sim and chortle wickedly as he tries to plug in the mouse...



The 10th Armoured Division: your boys, the hard corps. Now you get to lead them against the foe.

Campaign



land aspects of the war, but you can also call in air and naval support.

You get three disks: a basic introductory disk, the game disk itself and a maps disk. The third one contains previously designed campaign maps with difficulty ratings from the very easy (such as tank battles) to the more difficult (complex wars of attrition).

Convoy control

The best way to get into the game is to closely follow the start-up scenario from one of the tutorials in the excellent manual. This involves the control of three convoys, an airfield and a production centre. You can examine virtually every aspect of your forces' strengths and weaknesses before sending them in to attack several villages and, eventually, a large town.

Ah, let's see now... nice box. Ooh – some genuine World War II propaganda posters and postcards... a battle plan map of the D-Day landings... an authentic wartime newspaper reprint. By 'eck, there's even a game in here, as well!

Before we continue, be warned. *Campaign* is no *Speedball 2* or *Swiv*. It's not a game to set your adrenaline level soaring as you attempt to deftly elbow your mates off the high-score table. Nor will you be beating off sleep deprivation as you try to get past the mutant octopus at the end of level 12. Yes, it's strategy time, folks. That means that it's time to get your thinking helmet on, gird up your synapses, and generally prepare for some major military style method acting.



Thumbs up indeed. This gent comes from one of the postcard-sized poster reproductions that come with the game.

Sophisticated strategy

But enough frivolity: programmer Jonathan Griffiths takes war seriously, very seriously. He's the guy responsible for US Gold's *Conqueror* – a complex 3D tank-driving affair the basic form of which seems to have been revived for one of the sections in *Campaign*.

This time, he's turned his hand to an infinitely grander design: a campaign-based wargaming system that combines sophisticated strategy and simulation tactics with three-dimensional battle sequences. If you thought chess was too complicated and a bit cerebral, *Campaign* makes it look banal and simplistic. If you're fed up with games that only demand

mad bashing of the fire-button, if you're after a bit of a challenge, then look no further than *Campaign*.

For a start, this is one hell of an ambitious concept, maybe too ambitious. The World War II setting contains a number of campaigns which, in turn, consist of various battles.

Much of the hard strategy of these situations is centred around high-level tactical decisions where, no matter how experienced the fighting force, bad planning will lead to disaster. *Campaign* focuses closely upon the

🇺🇸 🇩🇪

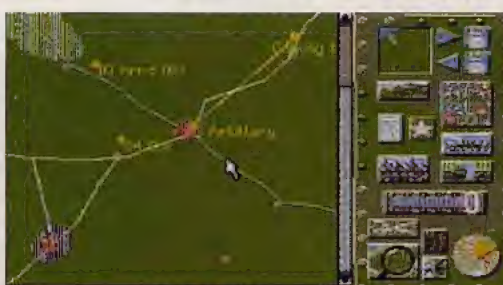
Battlegroup Sherman M4A3E8

Front Armour (mm)	91
Side Armour (mm)	38
Rear Armour (mm)	38
Maximum Armour Penetration (mm)	172
Maximum Road Speed (km/h)	43
Maximum X-Country Speed (km/h)	27

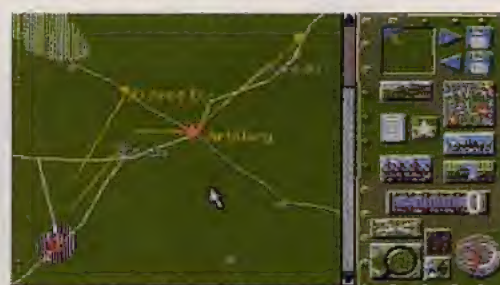
The Sherman M4A3E8, complete with its vital statistics. M4A3E8? That's not very catchy now is it. Why couldn't they call these things Brian or Eric or at least Tiger or Panther something?



After mobilising your forces you'll want to storm in and weaken the enemy with a bit of a bombardment.



Now gather the troops and point them towards a town or village in preparation for the attack proper.



Aha, here we go! The enemy's dug-in panzer convoy has been spotted. Watch that shrapnel fly!

BLUEPRINT 1400 DUNDAS SPUR PORTSMOUTH PO3 5RW

DOT MATRIX PRINTERS

CITIZEN

120D Plus	£111.63
SWIFT 9	£170.38
SWIFT 9X	£215.03
SWIFT 200	£186.83
SWIFT 240	£239.70
SWIFT 240 Colour	£257.33
SWIFT 24X	£304.33
PN48 Thermal Portable	£222.08

EPSON

LX400	£109.28
LX100	£137.48
LX850+	£162.15
FX1050	£397.15
LQ100	£172.73
LQ570	£236.18
LQ870	£419.48
LQ1070	£362.25
LQ1170	£507.60
LQ2550	£783.73

NEC

P20	£209.15
P30	£274.95
P60	£378.35
P70	£452.38
P90	£689.73

PANASONIC

KX-P1170	£118.68
KX-P2180	£151.58
KX-P2180 Colour	£171.55
KX-P1695	£324.30
KX-P1123	£151.58
KX-P2123 Colour	£203.28
KX-P1124i	£203.28
KX-P2624	£321.95
KX-P1654	£388.93

SEIKOSHA

SP-1900+	£108.10
SL90 24 pin	£170.38
SL92	£198.58

STAR

LC20	£116.33
LC100 COLOUR <i>NEW</i>	£149.23
LC24-100 <i>NEW</i>	£172.73
LC200 COLOUR	£173.90
LC24-20	£185.65
LC15	£209.15
LC24-15	£287.88
LC24-200	£199.75
LC24-200 COLOUR	£238.53
ZA200 COLOUR	£280.83
ZA250 COLOUR	£370.12
XB24-200 COLOUR	£370.12
XB24-250 COLOUR	£437.10

**All Printer Prices
Include VAT & Free
Printer Cable
Just add Carriage
& it could be with you
TOMMORROW!**

1 - SEE ORDER INFORMATION

LASER PRINTERS

CANON

LBP-4 Lite	*	£580.45
LBP-4 Plus + 1Mb	*	£762.58
LBP-8III Plus	*	£1123.30

EPSON

EPL4000	*	£539.33
EPL4300	*	£648.60

HEWLETT PACKARD

LASERJET IIP Plus	*	£609.83
LASERJET IIIP	*	£702.65
LASERJET III	*	£1199.68

PACIFIC for HP/III/IIID/IIIP

1MB RAM UPGRADE	£69.33
2MB RAM UPGRADE	£92.83
4MB RAM UPGRADE	£163.25
PACIFIC PAGE P/SCRIPT	£210.33
PACIFIC PAGE XL (inc 2Mb)	£492.33

NEC

S62P POSTSCRIPT	*	£1232.58
290 POSTSCRIPT	*	£1373.58

PANASONIC

KX-P4410	*	£569.88
KX-P4430	*	£680.32
KX-P4455	*	£1590.95

QMS Fast Adobe Postscript

PS410	*	£1086.87
PS860 A3/A4 600dpi	*	£2889.33
PS1700 600dpi 17ppm	*	£4729.38

STAR

LASER 4 III	*	£680.33
LASER 4 S/SCRIPT	*	£914.15
LASER 8 III	*	£1068.08
LASER 8 III S/SCRIPT	*	£1350.08

* = FREE ON-SITE MAINTENANCE
Please Phone for further Details

TONER CARTRIDGES

CANON	1+	6+
LPB4	49.35	45.83
LBP8 MKII MKIII	57.58	54.05

EPSON

GQ3500, GQ5000	15.28	12.93
EPL4100	71.68	69.33
EPL7100/7500/8100	139.82	135.13

HEWLETT PACKARD

LASERJET IIP, IIIP	49.35	45.83
LASERJET II, III, IIID	57.58	54.05
LASERJET IIISi	98.70	92.83

PANASONIC

4420	24.68	22.33
4430	27.03	29.38
4450, 4450i	24.68	22.33

PRICE INCLUDES POSTAGE

INKJET PRINTERS

CANON

BJ20	£289.05
BJ300	£327.83
BJ330	£444.15
BJC800	£1523.98

CANON BJ10ex

SHEET FEEDER	£51.70
BATTERY PACK	£41.13

CITIZEN PROJET

	£339.58
--	---------

EPSON

SQ870	£489.98
SQ1170	£667.40

HEWLETT PACKARD

PAINTJET	£633.33
PAINTJET XL300	£2090.33
PAINTJET XL300 Pscript*	£2986.85

HP DESKJET 500

	£298.45
--	---------

HP DESKJET 500 C

	£373.65
--	---------

HP DESKJET 550 C

	£484.10
--	---------

FX80 CART (500 Mono Only)

	£61.10
--	--------

256K RAM CART

	£124.55
--	---------

3YR ON-SITE MAINT.

	£57.58
--	--------

STAR SJ48

SHEET FEEDER	£51.70
BATTERY PACK	£41.13

* = FREE ONSITE MAINTENANCE

INK CARTRIDGES

CANON

	1+	6+
BJ10E/BJ20	17.33	16.39
BJ130E	14.10	11.75
BJ300/BJ330	14.10	11.75

HEWLETT PACKARD

THINK/QUIETJET INK	9.34	8.23
DESKJET/500 INK CART	16.16	15.22
DESKJET LONG LIFE	22.03	21.09
DESKJET 500 COLOUR	25.85	22.33
PAINTJET BLACK	24.68	22.33
PAINTJET COLOUR	27.03	24.68

OLIVETTI JP350

	17.33	16.39
--	-------	-------

STAR SJ48

	17.33	16.39
--	-------	-------

PRICE INCLUDES POSTAGE

PRINTER RIBBONS

AMSTRAD

	2+	12+
DMP2000/3000/3160	RN 2.93	2.53
DMP4000	RN 3.70	3.41
8256/8512, LQ3500	FN 3.64	3.35

CITIZEN

120D, 124D, SWIFT9/24	DN 3.17	2.88
SWIFT 9/24 COLOUR	C414.98	14.04
SWIFT 24X BLACK	DN 6.99	6.46
SWIFT 24X COLOUR	C419.39	17.04

EPSON

LQ100	DN 5.82	5.29
LQ400/550/850	DN 3.58	3.23
LX80, LX86, LX90	FN 2.29	2.00
MX/FX80FX/LX800	FN 3.35	3.00

MANNESMAN TALLY

MT80/81	MS 3.58	3.23
---------	---------	------

NEC

P2200, P2 PLUS	RD 4.40	3.88
P6+, P7+	DN 4.05	3.76
P20	RD 4.43	4.11

PANASONIC

KXP1081/1180/1695	RN 4.05	3.70
KXP2180 BACK		
KXP1123/1124	RD 4.05	3.70
KXP2123 BLACK		
KXP2123 COLOUR		
KXP1624/1654	RD 8.17	7.34

STAR

LC10	FN 2.76	2.47
LC10 COLOUR	C4 6.99	6.40
LC200 BLACK	FN 2.87	2.53
LC200 COLOUR	C411.45	10.28
LC/XB24-10, LC24-200	DN 3.40	3.17
LC24-200 COL	C413.22	11.69

PRICE INCLUDES POSTAGE

MONITORS

PHILIPS

CM8833/II	£179
-----------	------

*Including Free Lead
Lotus Turbo Challenger II
12mths Onsite Maintenance
Please add £8.23 for Carriage*

ORDER INFORMATION

Please Note Printer Carriage Charges

CARRIAGE CHARGES

UK MAINLAND NEXT WORKING DAY	
Dot Matrix & Inkjet	£8.23
Laser Printers	£10.58
Price is per Delivery <u>NOT</u> per Box	
Call for non Mainland & Saturday	

TERMS & CONDITIONS

PLEASE READ CAREFULLY BEFORE ORDERING
PAYMENT MUST ACCOMPANY ORDER (CWD ONLY).
TELEPHONE CREDIT CARD ORDERS ARE NORMALLY
DESPATCHED SAME DAY. PLEASE ALLOW 5 WORKING
DAYS FOR CHECKS TO CLEAR BEFORE DESPATCH.
GOODS ARE NOT SUPPLIED ON A TRIAL BASIS. IT IS UP TO
YOU TO CHECK SPECIFICATIONS WITH MANUFACTURERS
BEFORE BUYING. WE DO NOT GUARANTEE COMPATIBILITY
PRICES & SPECS MAY CHANGE WITHOUT NOTICE. E&OE.



ALL PRINTER PRICES INCLUDE VAT & PRINTER CABLE



TEL 0705 664144



YOU DON'T HAVE TO BE LOUD TO BE COLOURFUL.

With the new Swift 2 Series, the performance is certainly eye-catching without being



ear-piercing. These 24 pin printers can produce stunning colour graphics

AMIGA COMPATIBLE

QUIET: 43dB(A) FAST: 240CPS

and fast, accurate, scalable type in sizes from 8 to 40pt. Yet they're so quiet, they are a

real crowd pleaser in a shared office. All

this from a series of printers at prices that

are bound to bring a smile to your face.



THE NEW SWIFT 2 SERIES

COLOUR OUTPUT/SCALABLE FONTS

CITIZEN
COMPUTER PRINTERS

ALWAYS A GOOD IDEA

To find out which Swift 2 Series printer is right for you, contact

your nearest Citizen dealer. For details call **0800 52 51 05.**

AMIGA
GOLD
FORMATDrop
Zone

Pinball Fantasies

Pinball Dreams was widely acclaimed as one of the most addictive games on the Amiga. For those pinball wikkids who can't get enough of it, up pops the sequel to set your flippers a-flippin'...

Earlier this year, 21st Century Entertainment proved that the age-old game of pinball can be faithfully reproduced on the Amiga by releasing the incredibly popular *Pinball Dreams*. On the face of it the game seems to be quite simple, but when you consider all the physical components programmed in to make it realistic, such as gravity and momentum, it takes on a whole new complexity.

Not concerned with extending the game to introduce features which wouldn't be possible in the real world, 21st Century concentrated on producing a game that was as close to coin-op pinball as possible – and as anyone who has played *Pinball Dreams* will tell you, it couldn't be much more realistic.

There were a few niggly points that spoiled the lastability of the game, such as the limited number of flippers and lack of special sequences (such as multi-ball).

Play on your fantasies

Enter the sequel: *Pinball Fantasies*. Opening the box gives you a clue that something must



Much more realistic than driving a Lada, in *Speed Devils* you can zing 'off-road' and collect millions of points...

Hey! Party on, dude! Sorry about that, I didn't realise where I was for a mo... Seriously, this is the best, funniest, largest and loads-of-other-words-ending-in-est pinball table ever. Shoot ducks, ride the cyclone, do the skyride (man) – in fact everything's fun and frolics with Party Land... except when the ball falls down the chute. That's a bitch.

**ALL PRICES
INCLUDE VAT**

We thought the men in black were the Strangers, when in fact they're the Super Squaddies. The boys from the SAS make a lightning-fast appearance while we dive for cover.

Sabre Team

Nobody knows who they are, but everyone knows they're dead 'ard. Bloke down the pub says he used to be one, but he can't prove it and no-one believes him. Lewis Collins' portrayal of an SAS soldier in *Who Dares Wins* is probably the only insight we've had into the dark world of the Special Air Services, with the exception of the Iranian Embassy siege in 1980, which showed the stunning capabilities of the black-clad men-at-arms. Now it's your turn to join them and prove your mettle.

Sabre Team is (according to that bloke down the pub) the name given to a four-man fighting group, the formation that the SAS always use. It's also the name

Just a tiny part of the ocean liner in *Sabre Team's* fourth level, this shows the detail and hugeness of the area you fight in.



Krisalis have given to their new action strategy game which puts you in the thick of it. You take control of a Sabre Team in a variety of missions, usually with the express purpose of rescuing hostages or putting a dangerous enemy weapon out of commission. But this is not your usual *Green Beret* or *FireForce*-style shoot-em-up. Instead it's more like *Laser Squad* or *RoboSport*, except the graphics and atmosphere are much, much better.

You begin with eight SAS soldiers, and you must choose four to make up the *Sabre Team* for your first mission. Each guy has different skills and abilities. This enables some soldiers to move faster than others, a crucial thing to watch if you're going into battle – you can only ever move at the pace of your slowest man if you're going to stick together.



Join the Army and you could have a body like this. Each SAS member you select for the missions has a few characteristics which make him good for communications, medical services and killing.

Before you go on a mission, you can arm your men with an assortment of weapons: all kinds of different rifles, machine-guns and grenades. You also need to kit your team out with bullet-proof vests and medical kits. While the list of guns looks like a catalogue from a military hardware shop, grenades come in just two forms: stun grenade (big bang and a flash – hence the black lenses in your respirators) and CS gas (tear gas – hence the respirator). Neither grenade will kill an enemy (they disable them temporarily), so they're only effective if you use them in the right situations.

When you begin a mission, you move each team member around the play area, searching for hostages whom you must rescue. Planning your route is important, because enemies are not printed on the display unless you are fac-

ing them and they're in your line-of-sight. This means you have to spin round occasionally, to check that there isn't somebody hiding. If you hear or see enemies en route you can fire at them or throw grenades using the icon panel.

Hostage with the mostage

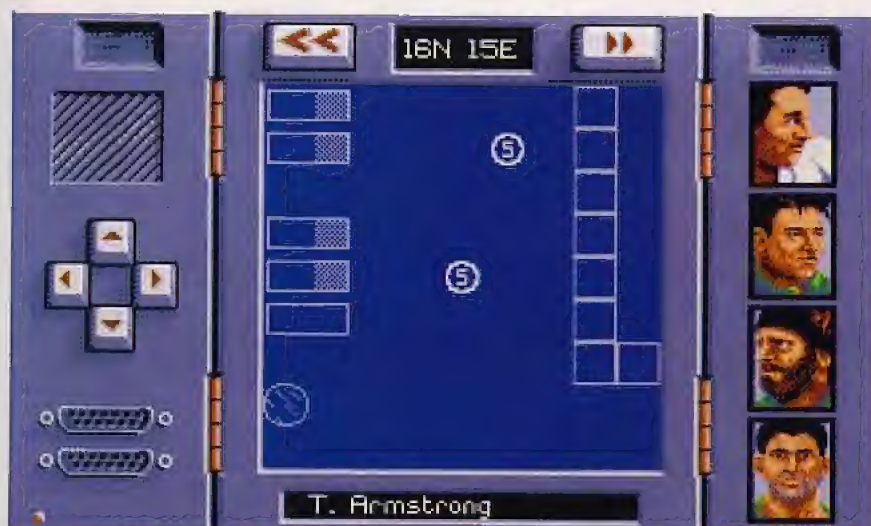
Once you've moved all of your team, the computer takes its turn. It works its way through all the enemy players, moving and reacting in the same way you do, except that they remain concealed unless they move into the view of one of your four players. Hostages also get moved at this point, though they never usually move far because they're locked up. Occasionally an enemy soldier will take a pop at you, but if you have unused action points remaining, you get the opportunity to return fire, or get the heck out of the way.



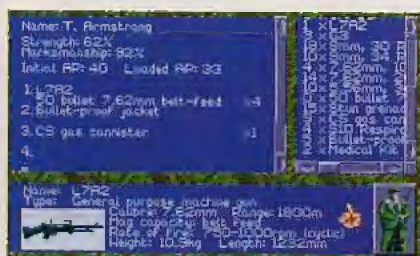
These eight squaddies form the total manpower for all five of *Sabre Team's* extensive levels.



After you've made your moves, the computer takes its turn. It checks for enemies spotting you or shooting and for hostages wandering around their cells.



In many situations, it pays to do a bit of planning before wandering into battle. You can use the blueprint screen to check bullet trajectories and see the lie of the land before moving in.



More weapons than a man can carry, even if he is an SAS soldier. Tool up and take to the hills.

If one of your players gets shot, then his action points are reduced, and he is unable to move so far the next turn. He'll stay like this unless you've got a medical kit to help him heal. Assuming you don't get blasted, you continue to move your soldiers to where you think the hostages are being held. If you find one, you can bring him under your control by standing in the square next to him. It's then down to you to guide him to safety, in the same way you guide your troops, except the hostages are never armed. The hostages are usually the most important element of a mission – more important than laying waste to certain amount of enemies, reinforcements are brought in to keep the battle going. The five missions range from jungle camps to embassy buildings, enabling you to vary your tactics and explore new terrain. You can save and load games between moves, so you don't have to complete a mission in one go.

Whose hair thins?

Sabre Team is fun despite not being an action game. There are probably not quite enough action points to make it really exciting, and you do need to concentrate and plan a great deal. Often you'll get yourself into a situation from which there is no escape, because you've used up all your action points.

The gameplay, mechanics, graphics and sound are all high quality, but you have to be patient to get the best out of *Sabre Team*. The computer takes a while to go through its

moves, and this may put people off. This is not a problem if you're used to strategy games (and *Sabre Team* is a strategy game, despite its action-game looks), but this may affect your enjoyment if you're expecting a mega-blast. It can take hours to play a mission to its conclusion, and you need to plan carefully to win. If you rescue the hostages, you may still lose a few valuable team members – plus their ammo, weapons and kit. Your remaining players must select their equipment from a reduced quartermaster's stores before starting the next mission. Getting off to a bad start can make it more difficult to complete the whole game.

Sabre Team is a tough game, which looks like it ought to be a shoot-em-up, but which is

“Sabre Team is excellent fun despite not being an action game”

in fact a very adult strategy game. It misses out on the golden opportunity of a two-player mode, which is criminal, but there's a very solid, enjoyable game waiting to be played, albeit alone. You'll need to have a bit

of patience to complete each mission, and you may be a bit frustrated when you have to start all over again when your men and machinery run out. Certainly worth a look, and worth buying if you want a war-game with a bit more style than usual.

Neil Jackson

Sabre Team Krisalis ■ £25.99

- A refreshing change from normal board-style war-games.
- Simple to use, easy to get into, but a wee bit slow in places.
- Great variety of mission locations makes for interesting conflicts.
- Not really for kids, this is for would-be gung-ho adults with time on their hands.
- Entertaining, original and exciting too.



87%



I never knew that a stick with graphite through the middle could be so lethal. They should have a government health warning on them.

Doodlebug

Core Design ■ £25.99

Doodlebug plays a lot like the fabulous *Zool*. The hero of the story (who, strangely enough is called Doodlebug) runs around a lot killing weird and wonderful creatures, picking up bonuses and spinning lots. A basic platformer, with extra speed, you can fire a very strange collection of weapons at your enemies in the land of Cartoonia. Most of these weapons are in the form of different coloured pencils that not only destroy your foe, but also lay down a bonus for you to collect. For example, a yellow pencil will draw a stop watch, freezing all your enemies for 10 seconds, while you whiz on past.

There are loads of pick-ups to bemuse and delight you, some good and some quite nasty. And there's lots of gold for you to collect and save for that nice shiny car, or even better, a submarine. *Doodlebug* is nothing new, it doesn't even stand out in its field. But if you've already got *RoboCod* and *Zool* it might well be worth giving this 20-leveller a bash.

Clare Hodgson



Even if you do enjoy a Big Mac™ attack (with McDonalds Cola™), chances are you still won't enjoy this blatant bit of product placement.

McDonalds Land

Virgin ■ £25.99

It had to happen sooner or later, didn't it. The big American burger business teams up with Branson's finest to bring you a marketing exercise to remember... for five minutes. *McDonalds Land* is a cutesy platform game, of the particularly predictable and ordinary variety, dressed up with lots of images of the legendary Ronald McD, McDonalds and Virgin logos, and other symbols designed to provoke your shopping impulses. It's all really rather sad.

McDonalds Land is a flat, two-dimensional kind of place, with very little in the way of stunning graphics or impressive sound effects. There are platforms to leap on, cute fluffy animals to dodge, and special icons to collect. Yawn. Virgin tell us that the game is aimed at young kids, but it's doubtful whether even they will be impressed. After all, the hardest cynics we know are under the age of 11. It's almost fun for a while, but it's about as satisfying as a cardboard ring in a rubber doughnut.

Neil Jackson



SEIKOSHA

- DOT MATRIX
- LASER
- THERMAL

PRINTERS

Silica Systems are pleased to recommend Seikosha printers to you at LOW PROMOTIONAL PRICES. The Seikosha range is built to the highest standards, by a company that is used to manufacturing high quality precision products. In fact, you may be wearing one of these products on your wrist, as Seikosha are part of the massive Seiko/Epson group (with a turnover of £6 billion and 18,000 staff!).

When you buy a Seikosha dot matrix printer from Silica, we will give you a Silica PRINTER STARTER KIT (worth £25.vat = £29.38) FREE OF CHARGE (see panel below). For further information on the Seikosha range of printers, complete and return the coupon below. Or, if you can't wait to get your hands on a new Seikosha printer, telephone our mail order hotline, 081-309 1111 to place your order now.

FREE! FROM SILICA

- **DELIVERY** Next day - anywhere in the UK mainland.
- **HELPLINE** Technical helpline during office hours.
- **STARTER KIT** With every Seikosha dot matrix printer.

ON-SITE WARRANTY

All Seikosha Dot Matrix Printers come with a 12 month repair warranty included in the price. Silica are now pleased to offer a full one year on-site warranty option with Seikosha Dot Matrix Printers for only £10.vat extra! In the unlikely event of a problem with your Seikosha printer, an engineer will visit your home or business within 8 working hours of your call (on-site warranty effective for UK mainland only).

1 YEAR - ONLY £10
(+VAT = £11.75) Ref: POS 8195

NEW MODELS - NEW LOW PRICES!

9-PIN 192cps PRINTER

NEW LOW PRICE!



192 CPS 80 COLUMN

- Seikosha SP-1900 Plus - 9 pin - 80 col
- 192cps Draft, 48cps NLO
- 1K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 144x72dpi
- Epson and IBM Emulation
- Auto Sheet Feeder Option
- FREE Silica Printer Starter Kit

PRINTER RRP £155.00
STARTER KIT £25.00

TOTAL VALUE: £180.00
SAVING: £80.01

SILICA PRICE: £99.99

£99.99

+VAT = £117.49 Ref: PRI 8195

9-PIN 300cps PRINTER

NEW LOW PRICE!



300 CPS 80 COLUMN

- Seikosha SP-2400 - 9 pin - 80 col
- 300cps SD, 240cps D, 60cps NLO
- 21K Printer Buffer + 5 Fonts
- Parallel and Serial Interfaces
- Graphics Resolution: 240x144dpi
- Epson and IBM Emulation
- Optional Auto Sheet Feeder Unit
- FREE Silica Printer Starter Kit

PRINTER RRP £199.00
STARTER KIT £25.00

TOTAL VALUE: £224.00
SAVING: £89.00

SILICA PRICE: £135.00

£135

+VAT = £158.63 Ref: PRI 8204

24-PIN 240cps PRINTER

NEW!



240 CPS 80 COLUMN

- Seikosha SL-90 - 24 pin - 80 col
- 240cps SD, 192cps D, 84cps LO
- 20K Buffer + 2 Fonts
- Parallel Interface • Opt. Font ROM
- Graphics Resolution: 360x360dpi
- Epson Emulation
- Standard Semi Auto Sheet Feeder
- FREE Silica Printer Starter Kit

PRINTER RRP £199.00
STARTER KIT £25.00

TOTAL VALUE: £224.00
SAVING: £69.00

SILICA PRICE: £155.00

£155

+VAT = £182.13 Ref: PRI 8290

NOTEBOOK PRINTER



NEW LOW PRICE!

144 CPS 80 COLUMN

- For IBM PC compatibles only
- Seikosha LT-20DX - 24 pin - 80 col
- 180cps SD, 144cps Draft, 60cps LQ
- 1K Printer Buffer + 9 Fonts
- Parallel Interface
- Graphics Resolution: 360x180dpi
- Epson and IBM Emulation
- Built-in 50 Sheet Auto Feeder
- FREE Silica Printer Starter Kit

PRINTER RRP £299.00
STARTER KIT £25.00

TOTAL VALUE: £324.00
SAVING: £105.00

SILICA PRICE: £219.00

£219

+VAT = £257.33 Ref: PRI 8282

ENTRY-LEVEL LASER



INC. 1 YEAR ON-SITE WARRANTY

- OP-104 - 4 Pages per minute
- HP LaserJet IP™ Emulation
- Resolution: 300x300dpi
- 14 Resident Fonts
- Uses Original HP® Font Cartridges
- Postscript Emulation Option (Extra)
- Optional IBM, Epson & Diablo Emulation Cartridges
- Centronics Parallel, RS232C/RS422 Serial Interfaces
- 512K RAM - expandable to 2.5Mb
- Flexible cassette handling: Standard paper cassette - 100 sheets, Optional 2nd bin - 300 sheets
- Compact Design with Straight Paper Path
- Easy-to-use Front Control Panel
- Quiet Operation 46dB(A)

RRP £699 + VAT

SILICA PRICE £499

+VAT = £586.33 Tel: LAS 6004

LABEL PRINTER

The NEW Seikosha Smart Label Printer Plus range now includes a PC version with both DOS and a 'Windows' driver and an Apple Macintosh model. All are able to mix fonts on the same label and have many other new features. They will provide letter quality address labels, file labels and bar code labels on demand. The Smart Label Printer sits on the desk, working in the background, while your normal desktop printer gets on with the documents. Using memory resident or DA software, the Smart Label Printer Plus is able to produce a label from the screen text of most popular software packages. The Smart Label Printer Plus is supplied complete with a power cord, a serial cable for connecting to your PC, PLP software, a roll of labels and a 1 year guarantee. The Apple Macintosh version (PRI 8012) is also available at a new low price of £165.vat.

NEW! 'PLUS' MODELS



PC VERSION NOW INCLUDES WINDOWS DRIVER

NEW LOW PRICE!

SILICA PRICE £185

+VAT = £217.38 Ref: PRI 8015

On-Site Warranty not available on this product

FREE! STARTER KIT



Every Seikosha dot matrix printer from Silica comes with the Silica Printer Starter Kit, worth £29.38 (£25.vat) completely FREE OF CHARGE. It includes all you need to get up and running with your new printer.

- 3 1/2" Disk with Amiga & ST Printer Drivers
- 1.8 Metre Parallel Printer Cable
- 200 Sheets of Quality Continuous Paper
- 100 Continuous Tractor Feed Address Labels
- 5 Continuous Envelopes on Tractor Feed

Printer owners may order the Silica Kit (ref: KIT 5000) for only £24.38 - £5 off RRP! WORTH £29.38

151092-1235

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a 'Same product - Same price' basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-308 0888.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the 'Silica Systems Service'.



MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS



MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111 Fax No: 081-308 0838
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000 Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night Thursday - 8pm	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234 Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811 Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	Tel: 0702 462426 Fax No: 0702 462363

To: Silica Systems, AMFOR-1292-84, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE SEIKOSHA RANGE

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own? B4D

ESCE - Advertised prices and specifications may change - Please return the coupon for the latest information

Lucasfilm have dominated the graphic adventure genre with their *Monkey Islands*. Now Core Design have a stab, but the question is, will it leave you quite as enchanted?

Baseball, see – that's the cause of all the trouble in *Curse of Enchantia*. Now, if Brad had been playing a good solid English game like cricket or... um... another English game, the witch wouldn't have dared interrupt in the first place and everything would be hunky dory.

We'll quickly skip through the plot: this place called Zeloria is ruled by an evil witch who wants eternal youth. She can only have that by getting a human child from somewhere, so she makes up a quick spell and nabs Brad from the baseball field just before he's about to make a triple play or whatever it is baseball players do. Thus Brad (Brad? I ask you) finds himself chained up in a dungeon at the beginning of the game. Not much to make your jaw drop there.

Curse of the icons

Curse of Enchantia is a graphic adventure, and no, *Monkey Island 2* isn't getting a mention yet, that's for later on. It's so graphic you don't get any text whatsoever. Brad is controlled entirely by a set of icons that cover common stuff like taking, speaking, jumping, fighting and looking, but unless you study the manual first you'll have some trouble figuring

Core Design's pretty-looking *Curse* throws you into a cell. You are chained to the wall. You cannot see a key. What now? The beginning of a million adventure games?



Curse of Enchantia

out what they are. What's the difference, for instance, between an icon of a key going into a lock and an icon of a security card going into a slot? Everything you can manipulate is represented as an icon too, which can lead to some

confusion. That great grey blob that you first thought was supposed to be a chewed-up bit of gum turns out to be a rock. It would have been useful to have text confirmation of the objects for the more stupid among us.

UNDER THE SEA, EVERYTHING'S WETTER, EVERYTHING'S BETTER... UNLESS BRAD'S THERE

The game gets going when you escape from the prison and end up under the sea with nothing but a convenient fishbowl to wear.



Put the fishbowl on, quick. First thing you notice is this fish which is stuck in the railings. You can either eat it, except that doesn't work, or free it like the hero you are. Not that it does anything useful – yet.



Onwards to Mr Fish's Shop (there's a devastating imagination behind that title). Dig in the mud patch at the front, get the worm, give the worm to Mr Fish and you can fill up with oxygen.



Next your way is barred by these electric eels. Luckily the fish you freed earlier reappears and gives you some plankton in a fit of gratitude. Give the plankton to the handy turtle and he takes you across the eels.



Yet another obstacle – the shark. Look around behind the weeds and find the electric prod thingy. Use that to zap the shark and move left slowly.



There's not much to do with the clam except jump over it. Or you could pop it into a spaghetti vongole.



Finally you reach the plug hole. Use the prodger again to lever it up. You're sucked down the hole and into a cave. Only another 190-odd screens to go.



Could go for the 'well, well, well' gag here, but I don't know it so that's right out. Wells traditionally need gold coins dropped down them, and what do you know, that's just what you picked up earlier. Hmm.



Yes, that muddy, turdy-looking thing that looks like it's walked straight out of a Domestos commercial is the mud monster. Yes you're standing in its way. No, it doesn't kill you. It doesn't do much until you find a bit of wire.

C of E is a good example of how first impressions are notoriously unreliable. There you are, chained up in the dungeon, with nothing at all to use. Naturally you shout 'Help!' using the speech icon (which only gives you 'Hi' and 'Help' to say anyway). A sampled 'Help!' wafts from the monitor. In comes the guard, shouts 'Shut up!' at you (again with a sample), trips up on the step on the way out and drops his key right next to your hand.

Now, you could easily be forgiven at this point for thinking that *Enchantia* is a logically flowing, high quality adventure full of sampled sound and great animation. After all, that's what the evidence has been until now. Oh dear.

Whinge moan complain

Problems. One: the sound that appears in the first frame is, you discover, very uncommon. There are a few samples of dripping water and suchlike, but mostly the game's quiet.

Two: most of the puzzles aren't at all logical. Here's a long, but pertinent, example: later on, you need to make a mask, though you only discover that once you get all the bits that make up the mask. For part of it, you need some wire. The wire, you find, is in a hole in a cave (except you're more likely to think it's a roll of cotton from the icon). To get the wire out of the hole, you need to pick up a computer from one of the caves (does the word incongruous spring to mind?), open it up, take out a magnet which it contains for some reason, and tie the magnet to a piece of string.

How to get the string? Oh, obvious, really: you go about collecting lots of rocks, give them to a bloke you meet in another cave and he gives you string. You can then sling the magnet into the hole and pull out the wire. But if you can feel the wire in the hole in the first place, why can't you just pull it out with your hand? And how would you know that the PC had a magnet and the bloke had some string?

It's these sort of contrived puzzles – a matter of trying every object you find with

every action you've got – that ensure the game never gets any better than being annoying.

Another inconsistency occurs with the most basic of actions. Sometimes, to carry out an action, you must push something – a button, say – but at other times simply looking at it is enough. To dig in the mud under the sea, you just look at it, but to escape the cave, you have to push the button. If you do something that can't be carried out, all that happens is the cursor turns into a thumbs-down sign – there's no explanation of why it can't be done. As if all that weren't enough there's a lot of tedious trudging about to do as well.

So here's where *Monkey Island 2* gets a mention. Like most graphic adventures released these days, *Enchantia* at first appears to be a *Monkey Island* clone. The way the character is controlled, the textless interface and the look of the screens all bring Guybrush to mind instantly. You need only play for two or three minutes to discover that there's just no comparison. The control method is very different; after all, in the Lucasfilm game you could see what you were doing and what you were doing it to.

Enchantia's textless interface just doesn't work – despite the designers' belief, you do need words. The graphics aren't nearly as well drawn, though there's some decent animation scattered very thinly around the place. There's no humour to speak of, no genuinely amusing humour, anyway. The only thing *Enchantia* has in its favour is its size: 205 screens in all, a potentially enormous playing time.

It would be great to see a British Lucasfilm beater. *Lure of the Temptress* came close, but *Enchantia* is light years behind. And as for calling the kid Brad, well...

Ed Ricketts



It's glaringly obvious from the clues you're given in this room that you should go away, collect a load of rocks and then give them to the basher in return for a piece of string, isn't it?

Curse of Enchantia Core Design ■ £34.99

- The brave attempt at implementing a truly textless interface unfortunately falls flat on its face when you try to use it.
- The graphics and sound are reasonable, but they seem to get less impressive the further on you go. Odd.
- Huge playing area...
- ...but the illogical and stupid puzzles mean you probably won't bother to see any of it.



62%



Not particularly great vector graphics, but quite a challenging flight sim all the same, even though it does look and feel a bit dated.

Air Support

Psygnosis ■ £25.99

Nice intro anim – two Tornados taking off. End of nice graphics. *Air Support* puts you in charge of a futuristic armed service comprising fighters, tanks, recon vehicles and missile launchers – all controlled from your command ship.

The game is split into 60 different missions. About 15 of the first 20 training missions have to be completed before you can progress on to the full battle simulation. These latter simulations have you controlling defence complexes, which consist of factories, generators, radars and missile stations. Complex is the word.

The game is ugly. Vector line graphics are the core of the game, and they look terrible. You can switch to a 3D viewing mode (red-and-green glasses supplied) but, to be honest, all it did was give me a headache. You can also play the game in interlace high resolution – but the screen size shrinks to a postcard in the middle of the screen.

It's quite a challenging game, but the fun is in short supply. *Air Support* simply has no hook. An ambitious project, I can't help feeling that it was finished years ago and has merely had pointless features (like the 3D) added to try to pad it out.

Pat McDonald

Verdict 62%



Fighter Duel Pro uses no keyboard controls at all, everything is accessed through either the mouse or joystick.

Fighter Duel Pro

Jaeger ■ \$69.95

At first sight this looks good. A flight simulator with 16 World War II planes, accurate flight characteristics and a lightning frame update that's second to none. Eagerly I skimmed the manual to go up and shoot some planes out of the sky.

The first problem I had was in getting a gunsight up. *FDP* uses no keyboard controls at all. All the planes become uncontrollable at high RPM and low flying speed. Try as I might, I simply could not keep one plane in the air for more than five minutes. There are nice touches – you can link head-to-head via a null modem cable or modem link, and even link two Amigas together, one displaying a rear view (the hardware for this is not included). Best avoided by all except true propeller heads. Plus if you want to get hold of the game you're going to have to get it direct from Jaeger in the States.

Pat McDonald

Verdict 27%

0279 600204 Official UK Stockist

Special Reserve
Games Club



CHOOSE FROM 2 SUPER GAME GEAR PACKAGE DEALS

Sega Game Gear with Columns

FREE Membership
FREE Mains Adaptor or
FREE Black Carry Case
PLEASE STATE YOUR CHOICE OF
FREE ITEM ON THE ORDER FORM



99.99

Sega Game Gear with Sonic and Sega Mains Adaptor

FREE Membership
FREE Super Monaco GP



129.99

EXTRAS - TAKE YOUR PICK...



SEGA TV ADAPTOR
(TURNS GAME GEAR INTO A
HANDHELD TV)
64.99



BEESHU GEAR
MASTER
CONVERTER ENABLES
USE OF MASTER SYSTEM
CARTRIDGES ON GAME GEAR
12.99

SEGA MASTER GEAR CONVERTER
(ENABLES USE OF MASTER SYSTEM GAMES ON GAME GEAR)
14.99



BEESHU
MAGNIFIER FOR
GAME GEAR (W/IN
WORK & CONSTRUCTION WITH
BEESHU GEAR MASTER)
11.99

SEGA WIDE GEAR MAGNIFIER
FOR GAME GEAR 14.99



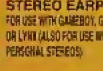
CARRYBAG FOR
GAME GEAR OR
LYNX 2 10.99



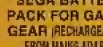
BLACK CARRY
BAG FOR
GAME GEAR OR
LYNX 2
WITH GAME & ACCESSORY COMPARTMENTS
9.99



STORAGE RACK FOR
CARTRIDGES (STACKABLE) 9.99



STEREO EARPHONES
FOR USE WITH GAMEBOY, GAME GEAR
OR LYNX (ALSO FOR USE WITH
PERSONAL STEREO)
3.99



SEGA BATTERY
PACK FOR GAME
GEAR (RECHARGEABLE
FROM MAINS ADAPTOR)
29.99



LOGIC 3 MAINS
ADAPTOR 7.99



SEGA MAINS
ADAPTOR
(GENUINE ITEM)
9.99



SEGA CAR
ADAPTOR (PLUGS
INTO CIGAR LIGHTER
FOR POWER) 17.99

GAME GEAR GAMES

ALIENS 3	22.99
ARIEL - THE LITTLE MERMAID	22.99
AXE BATTLES	24.99
BATMAN RETURNS	23.99
CHUCK ROCK	19.99
COLUMNS	17.99
CRYSTAL WARRIORS	27.99
DEVELISH	19.99
DONALD DUCK	24.99
G-LOC	19.99
G.P. RIDER	19.99
GEORGE FOREMAN BOXING	22.99
INDIANA JONES 3	23.99
JOE MONTANA (U.S.) FOOTBALL	19.99
KLAX	22.99
LEADER BOARD	19.99
LEMMINGS	22.99
MARBLE MADNESS	23.99
MICKY MOUSE	19.99
NINJA GAIDEN	19.99
OLYMPIC GOLD	23.99
OUTRUN EUROPA	22.99
PAPERBOY	23.99
PRINCE OF PERSIA	22.99
SENA SUPER MONACO	23.99
SHINOBI	19.99
SIMPSON'S	22.99
SLIDER	18.99
SMASH TV	22.99
SONIC 2	22.99
SONIC THE HEDGEHOG	24.99
SPIDERMAN	23.99
STREETS OF RAGE	19.99
SUPER KICK OFF	23.99
SUPER MONACO GP	19.99
TAZMANIA	22.99
TERMINATOR	23.99
WIMBLEDON TENNIS	23.99
WONDER BOY	17.99
WONDERBOY - DRAGONS TRAP	24.99



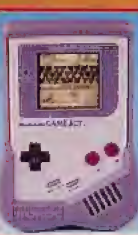
Order now in
time for X-mas!

LOOK AT WHAT WE HAVE FOR YOUR GAMEBOY...

GAMEBOY

Tetris game, Batteries, Stereo
Headphones. Two Player Lead
FREE Membership
FREE Holster, Cartridge Pouch,
Belt & Stereo/Camera Case
or **FREE** Konix G.B. Holster
PLEASE STATE YOUR CHOICE OF "HOLSTERS &
BELT" OR "KONIX HOLSTER" ON THE ORDER FORM

69.99



GAMEBOY EXTRAS TAKE YOUR PICK...

STEREO
EARPHONES (ALSO
FOR USE WITH
PERSONAL
STEREO)
3.99

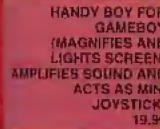


KONIX G.B.
HOLSTER
FOR GAMEBOY
(ATTACHES TO
BELT)
9.99



MAGNIFYING GLASS FOR
GAMEBOY (COMBINED
MAGNIFIER AND LIGHT)
13.99

BATTERY PACK
(RECHARGEABLE
FROM MAINS
ADAPTOR)
23.49



HANDY BOY FOR
GAMEBOY
(MAGNIFIES AND
LIGHTS SCREEN,
AMPLIFIES SOUND AND
ACTS AS MINI
JOYSTICK)
19.99



LOGIC 3
GAMEBOY
PROTECTOR
CARRY CASE
9.99



HARD CARRY CASE FOR
GAMEBOY (STORAGE
SPACE FOR EARPHONES,
SCREEN CLEANING KIT AND
4 GAMES)
9.99



Atari Lynx 2 Batman Pack

FREE Mains Adaptor
FREE Membership

99.99

ATARI LYNX OWNERS LOOK AT THIS.....

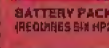
LYNX GAMES

APB	22.99
AWESOME GOLF	23.99
BASEBALL HEROES	23.99
BASKETBALL	23.99
BATMAN RETURNS	27.99
BILL AND TED'S EXCELLENT	23.99
ADVENTURE	23.99
BLUE LIGHTNING	23.99
CABAL	23.99
CHECKERED FLAG	17.99
CHIPS CHALLENGE	22.99
CRYSTAL MINE 2	22.99
DIRTY LARRY - RENEGADE COP	23.99
DRACULA	27.99
ELECTRO COP	18.99
GATES OF ZENDECON	17.99
HOCKEY	23.99
SHINOBI	18.99
JIMMY CONNORS' BAD BOY	23.99
TENNIS CHALLENGE	23.99
LEMMINGS	23.99
LYNX CASINO	23.99
MALIBU BIKINI VOLLEYBALL	23.99
MS PACMAN	14.99
NINJA GAIDEN	23.99
NINJA NERD	18.99
PAPERBOY	18.99
PINBALL JAM	23.99
PITFIGHTER	27.99
QIX	16.99
RAMPAGE	23.99
ROBO SQUASH	15.99
ROBOTRON 2084	19.99
RYGAR	23.99
SHADOW OF THE BEAST	23.99
SHANGHAI	19.99
SLIMOWORLD	19.99
SPACE WAR	22.99
STEEL TALONS	23.99
SWITCHBLADE 2	23.99
TOM	23.99
TOURNAMENT CYBERBALL	22.99
TURBO SUB	15.99
ULTIMATE CHESS CHALLENGE	22.99
VIKING CHILD	23.99
WARRIORS	23.99
WONDERBOY	23.99

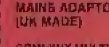
LYNX EXTRAS



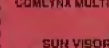
ATARI KIT CASE
FOR LYNX,
ACCESSORIES
AND GAMES
18.99



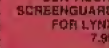
BATTERY PACK FOR LYNX
(REQUIRES SIX HP2 BATTERIES)
8.99



MAINS ADAPTOR FOR LYNX
(UK MADE)
9.99



COMLYNX MULTI-PLAYER CABLE
5.99



SUN VISOR/
SCREEN GUARD
FOR LYNX
7.99

Call 0279 600204 Now! Open to 8pm Weekdays and to 5pm Weekends

We only supply members but you can order as you join.

ANNUAL MEMBERSHIP

UK £6.99 EEC £8.99 WORLD £10.99

The Special Reserve full colour club
magazine NRG is sent to all members bi-
monthly. NRG features full reviews of
new games plus mini-reviews, new
products, Special Reserve charts,
Release Schedule and hundreds of
special offers.

PLUS - EVERY ISSUE CONTAINS
£30 worth of money-off coupons
to save even more money off our amazing prices.

We sell games and accessories, all at amazing prices, for
Megadrive, Master System, Game Gear, Super NES,
Gameboy, NES, Lynx, Amiga, Atari ST, IBM PC and CDTV.

Best Service, Best Prices, Biggest Selection
**120,000 people have joined Special
Reserve, so don't delay, join today!**

Call 0279 600204 & ask for a
FREE colour catalogue!

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN. THERE
IS A SURCHARGE OF 50p PER GAME ON TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS)

Name _____

Address _____

Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or
Membership £6.99 UK, £8.99 EEC, £10.99 World

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT

Cheque/P.O./Access/Mastercard/Switch/Visa _____ Switch Issue No. _____

Credit card _____

expiry date _____ Signature _____

Cheques payable to: **SPECIAL RESERVE**

P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders: EEC software orders - no extra charge

World software orders please add £1.00 per item.

Non-software items please add 10% EEC or 25% World.

Overseas orders must be paid by credit card.



Don't be fooled by their quaint antics – these cute little furry things can be deadly if fed after 12. Son of *Skweek* stays cute and amusing.

Tiny Skweeks

Loricel ■ £24.99

Reminiscent of all the cute little puzzle games that have ever touched your Amiga's internal drive, *Tiny Skweeks* is just fab. The furry stars of this adorable game are the offspring of *Skweek*, who had his own US Gold game a couple of years ago. If you remember *Skweek*, you'll recall it lacked originality but was fun and had a cutesy, colourful appeal to younger players. And the same is entirely true of this one, too.

This game is exactly the same as *The Power*. The idea is to move objects – in this case, *Skweek* kids – to particular places – in this case, the appropriately-coloured base. The problem is that *Tiny Skweeks* will only move in straight lines and only stop moving when they hit the edge of the arena. Add in special squares that push and pull, and manifold puzzle potential is opened up.

Original it isn't. Enjoyable, intriguing and well-presented it is. If you haven't played this type of puzzle game before, get this version.

Clare Hodgson

Verdict **81%**



Catch a falling block and put it in your pocket, save it for a rainy day... Stacking matching colours straight up will do you no good at all.

Zyconix

Accolade ■ £24.99

Oh, not another *Tetris* thing. Hasn't the world got fed up of these pile-em-ups yet? But hang on, that's a bit weird – you move the coloured blocks from column to column as they're falling. You don't pile the colours vertically, they have to be diagonal or horizontal. Errm... interesting! Come on, let me have a go!

The original falling object puzzle game, *Tetris*, was shape-based. This one, like many later *Tetris*-style games, involves matching colours. You have to get four of the same colour in a row, and then they disappear. Simple enough...

Yet we're often amazed by the way the simplest things make for such addictive game play. *Tetris* is without doubt a classic, but now it has had its day. There are such great clones out now, both full price and PD, that the original fades in glory every day.

If you fancy giving a different pile-em-up a try, we can highly recommend *Zyconix*, even if it's just for being so incredibly addictive.

Clare Hodgson

Verdict **75%**



Oh what a personal disaster! Our hero (Gashead the Paladin) finds himself confronted by a monster in this rather open-plan dungeon. Oh boo-hoo hooo! What can he do? And do we really care?

Paladin II

Impressions bring us yet more of the Omnitrend control system and sub-Legend/Laser Squad fun...

Paladins: are they just too goody-goody for their own good? Apparently so. Face it, they are not as much fun as Trolls, they are not as hard as Fighters, and they are certainly nowhere near as potentially dangerous as Mages. They are just sort of, well OKish at everything.

So why have Impressions (or rather Omnitrend, the programming team behind this game) decided to name this adventure-cum-strategy outing after one? Probably because, like the game itself, paladins are decidedly average in everything they do.

Paladin II has a very familiar feel to it. In fact that is understating the case – if you have seen *Breach II* or *Rules of Engagement* then you will be able to spot the game engine a mile and 13 leagues off (it was put together by a

certain T Carbone, who seems to know a decidedly average system when he sees one). If you haven't, but you have played or seen the classic *Laser Squad*, then you will have some idea of how this game is played. It is a turn-based outing into mythic mini-adventures in which you must fulfil pre-defined victory conditions. You get to play the Paladin who leads his party (Paladins are a male lot) into a bunch of wildly exciting and jolly sticky situations.

For every quest you successfully carry out you are awarded points, as you are for each member of your party you take through to safety. Your aim is to get as many points, complete as many of the quests and generally work up as much interest as possible before moving on to the Quest Builder (see below).

“This game is outdated and, as such, it costs too much”

BLAME THE EDITOR

One of the saving graces of this (and many other) games is that *Paladin II* comes with what's known as a Quest Editor/Creator.

What this means is that once you have finished the quests that accompany the game proper, you can set about inventing

your own worlds, with your own victory conditions and even your own enemies (within reason).

While this does add massively to the longevity of the game, you are really somewhat constricted by a formula:



Design your own monster, now that's what I call adventuring. Let's build a lightweight!



You can get really carried away with this quest-building stuff: let's have another one.



Look, it's Barrington Partridge-Morrison-Ford the mad magician from Maidstone, and he's found some electronic graph paper. Yip-yip-yahay! Let's find some trains to spot.

Frankly, it's all standard fare. The only difference between it and *Breach II* or *Laser Squad* is that because you have few ranged weapons, you have to be up close before indulging in combat. But this isn't to say *Paladin II* doesn't have a lot to offer to players who really enjoy the mechanics of dungeon exploration, party movement, and some hack'n'slash thrown in.

Got a problem?

My main problem with it isn't that the sound and music are virtually non-existent (the odd door opening or sword slashing does not an aural feast make); nor is it that the graphics are uninspiring (having spent ages trying to talk to a maiden, looking at every chest, exploring every fireplace, only to realise these staples of the adventuring trade are merely scenery). No, my main problem with this game is that it is outdated and, as such, it costs too much.

Quite simply, you could happily play out all of these scenarios on paper with roughly the same effect. Because the sound is so bland, because the graphics are so poor (don't believe the horse-waste on the box about 'Superb graphics' showing a nicely drawn picture of a dead Paladin. The caption should really have read 'Paladin II contains this reasonable picture of a dead Paladin, the rest of the game is bland'); because of these factors, a few pieces of grid paper, some pencils and your friends



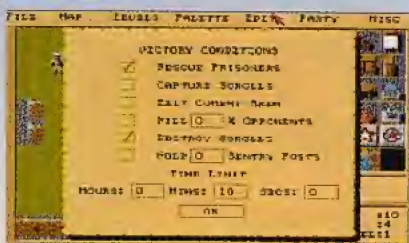
Here we go then, another castle, another chance to have the blood beaten out of you. Ger-rate... are far better to use than your Amiga. Even your imagination can produce better sound and better graphics than this.

Eleanor Rigby

However, if you always cut yourself when sharpening pencils, if the lines on graph paper make you dizzy, if you have little imagination and very few friends, then *Paladin II* has plenty to offer you. But if you look at something such as *Legend* which does the party adventuring, dungeon-exploring style play so much better, you can see how aged *Paladin II* is. Thank God for the Quest Builder and the chance to make your own ways. Sadly the game is £10 too much and five years too late, but you can't have everything can you? No, but you could try a little harder than this.

Tim Smith

destroy X per cent of enemies, rescue Y, capture Z and exit the target area. Still, it is a healthy addition to *Paladin*, and one that is ideally suited to the type of player who enjoys strategy wargaming from every angle.



You can also get an idea as to how the quests you are playing work when you build.

Paladin Impressions ■ £29.99

- The bundled Quest Builder manages to add some life to the game.
- A similar kind of game to *Laser Squad* (but not by any means of the same quality).
- A tried (tired!) and tested game engine.
- No sound worth speaking of.
- Bland graphics.
- Try graph paper and some friends instead.



69%



TEAM YANKEE - IS THE DEFINITIVE ACTION SIMULATION OF MODERN TANK WARFARE. TEAM YANKEE TESTS YOUR LEADERSHIP AND TACTICAL SKILLS TO THE FULL . . .

688 ATTACK - SUB PUTS YOU IN COMMAND OF A TOP SECRET BILLION DOLLAR SUB. SOME OF THE MOST NOTORIOUS POLITICAL HOT-SPOTS OF THE GLOBE

COMBAT CLASSICS IS

THE FIGHTING FORMATION OF THE 90'S

Available for IBM PC & Commodore Amiga

MICROPROSE
SIMULATION • SOFTWARE

EL • CT • R • ON • IC • A • RT • S

empire
SOFTWARE

Units 4/6 Stannetts, Laindon North Trade Centre, Basildon, Essex SS15 6DJ Tel: 0268 5412

F15 Strike Eagle II © Microprose Software • 688 Attack Sub is a trademark of Electronic Arts rights reserved. Used with permission. Software © John W Ratcliff Team Yankee © O.D.E. & Empire Software



AMIGA A600 THE WILD, THE WEIRD AND THE WICKED PACK

CUSTOMER CHARTER

INDI Direct Mail is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.

A mail order purchase from INDI is a safe and secure decision, and here's why.

INDI is a wholly owned subsidiary of a public company now in its tenth year of trading and specialising in the supply of computer products.

With a turnover approaching £30 million per annum, we have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

SALES AND SUPPORT

The INDI sales team have been trained to take your order with the utmost care and efficiency. All stock offered for sale is held in stock, centrally at our group warehouse complex and is available for next day delivery, direct to your home or business. If at any time we are out of stock your money will not be banked until the product is available (a point worth checking should you feel tempted to purchase elsewhere).

General information regarding product is available from our sales team, however technical support is always on hand should you need assistance.

All prices quoted are inclusive of VAT.

INDI TELESALLES

Tel 0606 43860 Fax 0606 43825

DESPATCH

All orders received by 6pm Monday to Friday are despatched that day for next day delivery using our national carrier — Securicor. (UK Mainland only). Saturday deliveries are available at a small surcharge. If you are out when we deliver a card will be left at your home giving you a contact telephone number to arrange a convenient re-delivery. Delivery queries can be resolved immediately using our on-line computer.

All orders are despatched on a next working day delivery basis. Cheque orders are despatched immediately on cheque clearance, usually 10 working days from receipt. A delivery charge of £5.00 is made per item unless otherwise stated.

AS PART OF OUR POLICY OF CONTINUAL PRODUCT DEVELOPMENT AND REFINEMENT, WE RESERVE THE RIGHT TO CHANGE SPECIFICATIONS OF PRODUCTS ADVERTISED. PLEASE CONFIRM CURRENT SPECIFICATION AT THE TIME OF ORDERING.

12 MONTHS AT HOME SERVICE



- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE

£339.99

Once again Commodore have put together a winning theme pack to complement the already popular Amiga A600. The Wild, the Weird and the Wicked Pack is an ideal starter pack containing a considered mix of software making the most of the Amiga's amazing capabilities. To make this pack a perfect gift INDI have added a further four award winning games and a staggering list of valuable extras totally FREE of charge. Also included at no extra cost to you are the latest 'Zapsac' carry case and Zappo T-shirt. Crucial Amiga accessories. Impressed. Who wouldn't be.

- Amiga A600 single drive
- Built in TV Modulator
- 1Mb memory
- Push Over Silly Putty
- Grand Prix Deluxe Paint III
- Mouse and Manuals

INDI VALUE ADDED FREE

- Micro Switch Joystick £9.99
- Lockable Disk Box £9.99
- Disk Wallet £12.99
- 10 Blank Disks £5.99
- Kick off 2 Pipemania £122.52
- Space Ace Populus £12.99
- Zapsac Carry Case £8.99
- Zappo T-shirt

TOTAL £183.46

AMIGA A600 HD (HARD DISK) EPIC PACK

12 MONTHS AT HOME SERVICE



- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE

£489.99

EPIC by name... definitely by content. Commodore's talent for pack creation has never been better. The software included in this pack: EPIC, Rome, and Myth totally exploit the stunning features of the Amiga A600. Add to this Trivial Pursuits language lab edition (playable in 3 languages), Amiga Text (Wordpro) and the now standard graphics package: Deluxe Paint III for serious/educational applications and you'll start to realise just how dynamic this pack is. As with all products supplied by INDI, we have added our extra dimension to an already incredible offer (see below for INDI Value Added Pack totally free of charge)

- Amiga A600HD (Hard Disk)
- Built in TV Modulator
- Mouse and Manuals 1Mb Memory
- EPIC, Rome, Myth, Trivial Pursuits (language lab edition), Amiga Text, Deluxe Paint III.

INDI VALUE ADDED FREE

- Microswitch Joystick £9.99
- Lockable Disk Box £9.99
- Disk Wallet £12.99
- 10 Blank Disks £5.99
- Kickoff 2 Pipemania £122.52
- Space Ace Populus £12.99
- Zapsac Carry Case £8.99
- Zappo T-Shirt

TOTAL £183.46

AMIGA A600

A600 Single Drive PACK INCLUDES

- D. Paint III
- Mystery Game Plus
- Kickoff 2
- Pipemania
- Space Ace
- Populus
- Zapsac Carry Case
- Zappo T-Shirt

INDI PRICE

£289.00

WHILE STOCKS LAST.

1084S COLOUR/STEREO MONITOR



Commodore's own Amiga Monitor. Designed solely for use with the Amiga range of computers. With its ergonomic design, Hi-res graphics display and stereo sound capabilities, the 1084S will really bring your Amiga to life.

Apart from offering this product at a very competitive price INDI are including two great software products totally free of charge.

INDI VALUE ADDED FREE

- Days of Thunder (Driving Simulation) £19.99
- Night Breed (or alternative exciting game) £19.99



AMIGA CDTV

THE MULTIMEDIA COMPUTER

TOTAL HOME ENTERTAINMENT SYSTEM

COMMODORE AMIGA CDTV
THE MULTIMEDIA-COMPUTER

MONITOR NOT INCLUDED



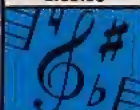
FREE!



AUDIO
Blues Brothers
(CD Audio) £12.99



AMIGA
Pipemania • Populous
Kickoff 2 • Space Ace
£122.52



MULTI MEDIA
Lemmings CDTV
£34.99

The problem with any new product is that it always takes time for everyone to realise its full potential. CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting.

THE INDI GUIDE TO CDTV

IT'S A CD PLAYER —Yes, it will play all your Primal Scream, Pavarotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with remote infra red control.

IT'S AN AMIGA —Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga software can be used on your CDTV.

IT'S A MULTIMEDIA SYSTEM —Just imagine, stereo sound, images and text all on screen. It asks a question, you respond, it responds — truly interactive! Each CD disc holds hundreds of megabytes of data with instant optical access. The whole of Hutchinson's Encyclopedia fits onto 1 disc. This interactive system is a unique aid for Education, Business or Leisure. The future is here!

PACK CONTENTS AS STANDARD

- Amiga CDTV Player
- CDTV keyboard
- CDTV 1411 3.5" Disc Drive
- CDTV Infra red remote controller
- CDTV wired mouse
- CDTV Welcome Disc

- Manuals
- Fred Fish CDTV
- INDI VALUE ADDED**
- Lemmings CDTV (£34.99)
- Blues Brothers (£12.99)
- Pipemania, Populous, Kickoff 2, Space Ace (£122.52)

CDTV CONNECTS DIRECTLY TO YOUR TV SET

GOLDSTAR 14" REMOTE TV/MONITOR
FEATURED AVAILABLE SEPARATELY AT £179.99

INDI PRICE

£489.99

Books, magazines and television have long been a source of information. CDTV technology combines their qualities and makes seeking out that information easy. The CDTV comes complete with a Welcome Disk

INDI are also adding the addictive Lemmings Game and Hutchinsons Encyclopedia totally free of charge.

PACK AS STANDARD

- Amiga CDTV Player
- Infra Red Remote Controller
- Welcome Disk



INDI VALUE ADDED FREE

- Lemmings £34.99
- Hutchinsons Encyclopedia £49.99

INDI PRICE

£379.99

AMIGA CDTV

STARTER PACK



CDTV

SOFTWARE

If you already own a CDTV or are just about to purchase one you'll be pleased to know that INDI stock probably the largest and most comprehensive list of CDTV software in the country. Below is a list of top selling titles we are offering at very competitive prices. For more details please phone our sales team. (Prices include postage).

EDUCATION

A Bun for Barney	24.99
Asterix and Son English	19.99
NASA The 25th Year	19.99
The Paper Bag Princess	29.99
Thomas's Snow Suit	29.99
Tale of Peter Rabbit	34.99
My Paint	24.99
Cinderella	34.99

MUSIC

Music Maker	31.99
Remix	24.99

REFERENCE

Dr Wellman	49.99
Guinness World of Records	31.99
Illustrated Holy Bible	24.99
Electronic Cook Book	29.99

ENTERTAINMENT

Defender of the Crown	24.99
Battle Chess	34.99
Battle Storm	24.99
Classic Board Games	29.99
Hound of Baskervilles	24.99
Psycho Killer	24.99
Trivial Pursuit	45.99
Wrath of Demon	24.99
Basketball	24.99
Dinosaurs For Hire	14.99
All Dogs Go To Heaven	29.99
Raffles	29.99
Prehistorik	24.99
Town With No Name	29.99
Team Yankee	29.99
Snoopy	29.99
Sim City	24.99





AMIGA CDTV

THE MULTIMEDIA COMPUTER

TOTAL HOME ENTERTAINMENT SYSTEM

MONITOR NOT INCLUDED

COMMODORE AMIGA CDTV THE MULTIMEDIA-COMPUTER

FREE!



AUDIO
Blues Brothers
(CD Audio) £12.99



AMIGA
Pipemania • Populous
Kickoff 2 • Space Ace
£122.52



MULTI MEDIA
Lemmings CDTV
£34.99

The problem with any new product is that it always takes time for everyone to realise its full potential. CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting.

THE INDI GUIDE TO CDTV

IT'S A CD PLAYER —Yes, it will play all your Primal Scream, Pavarotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with remote infra red control.

IT'S AN AMIGA —Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga software can be used on your CDTV.

IT'S A MULTIMEDIA SYSTEM —Just imagine, stereo sound, images and text all on screen. It asks a question, you respond, it responds — truly interactive! Each CD disc holds hundreds of megabytes of data with instant optical access. The whole of Hutchinson's Encyclopedia fits onto 1 disc. This interactive system is a unique aid for Education, Business or Leisure. The future is here!

PACK CONTENTS AS STANDARD

- Amiga CDTV Player
- CDTV keyboard
- CDTV 1411 3.5" Disc Drive
- CDTV Infra red remote controller
- CDTV wired mouse
- CDTV Welcome Disc

- Manuals
- Fred Fish CDTV
- INDI VALUE ADDED**
- Lemmings CDTV (£34.99)
- Blues Brothers (£12.99)
- Pipemania, Populous, Kickoff 2, Space Ace (£122.52)

CDTV CONNECTS DIRECTLY TO YOUR TV SET

GOLDSTAR 14" REMOTE TV/MONITOR
FEATURED AVAILABLE SEPARATELY AT £179.99

INDI PRICE

£489.99

Books, magazines and television have long been a source of information. CDTV technology combines their qualities and makes seeking out that information easy. The CDTV comes complete with a Welcome Disk

INDI are also adding the addictive Lemmings Game and Hutchinsons Encyclopedia totally free of charge.

PACK AS STANDARD

- Amiga CDTV Player
- Infra Red Remote Controller
- Welcome Disk



INDI VALUE ADDED FREE

- Lemmings £34.99
- Hutchinsons Encyclopedia £49.99

INDI PRICE

£379.99

AMIGA CDTV

STARTER PACK



CDTV

SOFTWARE



If you already own a CDTV or are just about to purchase one you'll be pleased to know that INDI stock probably the largest and most comprehensive list of CDTV software in the country. Below is a list of top selling titles we are offering at very competitive prices. For more details please phone our sales team. (Prices include postage).

EDUCATION

A Bun for Barney	24.99
Asterix and Son English	19.99
NASA The 25th Year	19.99
The Paper Bag Princess	29.99
Thomas's Snow Suit	29.99
Tale of Peter Rabbit	34.99
My Paint	24.99
Cinderella	34.99

MUSIC

Music Maker	31.99
Remix	24.99

REFERENCE

Dr Wellman	49.99
Guinness World of Records	31.99
Illustrated Holy Bible	24.99
Electronic Cook Book	29.99

ENTERTAINMENT

Defender of the Crown	24.99
Battle Chess	34.99
Battle Storm	24.99
Classic Board Games	29.99
Hound of Baskervilles	24.99
Psycho Killer	24.99
Trivial Pursuit	45.99
Wrath of Demon	24.99
Basketball	24.99
Dinosaurs For Hire	14.99
All Dogs Go To Heaven	29.99
Raffles	29.99
Prehistorik	24.99
Town With No Name	29.99
Team Yankee	29.99
Snoopy	29.99
Sim City	24.99

**SAVE £££'s
on this offer**

AMIGA A1500

DEALS



EXCLUSIVE!



FROM

INDI PRICE

£499.99

(See panel opposite)

The A1500 is the ultimate home computer for the whole family and is designed to cover every computing requirement. INDI are able to offer you exclusive deals on this outstanding product in various configurations and bundles (see options on opposite page). All configurations come complete with the following software and accessories:-

FEATURES:

- Fully functional keyboard with numeric pad separate from CPU
- Includes 2 x 3½" disk drives as standard with 5¼" Disk Bay.
- Integral memory and card expansion capabilities (most cost effective expansion route)
- Work bench 2.00 and Kickstart 2.04.

CONTENTS:

- Keyboard, mouse, reference manual, Puzznic, Toki, Elf (Games), D Paint III (Graphics Package), Home Accounts, The Works (Platinum edition: Wordpro, Spreadsheet, Database) Joystick

AMIGA A1500 FEATURED

(see photograph above)

- 52 Mb SCSI Hard Disk
- 1084 S Monitor & Panasonic KX-P2123 24 pin colour printer.

INCLUDED FREE

Amiga Vision, Nightbreed, Days of Thunder, Wordworth Worth £268.99



Panasonic *Quiet* Colour Printing

We researched the colour printer market in great depth to find a colour printer good enough to cope with Amiga's powerful graphic output, yet at an affordable price.

We found the perfect printer in the Panasonic KX-P2180 + KX-P2123 quiet printers.

We then considered that if you were going to buy a Panasonic printer, you would probably need a quality word processing package to use with it. We found that too, in 'Wordworth', yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

PANASONIC KX-P2180



The new Panasonic KX-P2180 9 pin quiet colour printer. Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX-P2180 is typically 15dBA quieter in operation, than the competition.

- **Fast Printing Speeds** 192CPS Draft and 38 CPS NLQ
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 45-48dBA sound level (most matrix printers are typically in excess of 60dBA)
- **6 Resident Fonts** Over 6,100 type styles using Courier, Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- **1 Year Warranty** For total peace of mind

INDI PRICE

£199.99

PANASONIC KX-P2123



The new high performance Panasonic KX-P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price.

- **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 CP SLQ.
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 43.5-46kBA sound level (most matrix printers are typically in excess of 60dBA)
- **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **24 PIN Diamond Printhead** High performance and high quality output
- **1 Year Warranty** for total peace of mind.

INDI PRICE

£239.99

AMIGA 1500 (Amiga Vision, Worth £99 FREE)	£499.99
AMIGA 1500 + 52 MB SCSI Hard Disc (inc. Amiga Vision worth £99 FREE)	£749.99
AMIGA 1500 + 1084'S MONITOR Free (inc. Amiga Vision, Days of Thunder, Nightbreed worth 138.99)	£699.99
AMIGA 1500 + 10084'S + PANASONIC KX P2123 PRINTER Free (inc. Amiga Vision, Night Breed, Days of Thunder, Wordworth 268.99)*	£929.99
AMIGA 1500 + 52 Mb SCSI Hard Disk + 1084'S MONITOR Free (Amiga Vision, Night Breed, Days of Thunder worth 138.99)	£929.99

* WORDWORTH — COMPLETELY FREE!

WITH PANASONIC QUIET PRINTERS

The writers choice. The ultimate word processor for AMIGA computers.

Wordworth is undoubtedly the ultimate word/document processor for the full range of AMIGA computers.

The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX P2180 and KX P2123 colour printing support), Collins spell checker and Thesaurus, no other word processor comes close.

"Without doubt this is one of the best document processors for the AMIGA, Today." (Amiga Format).

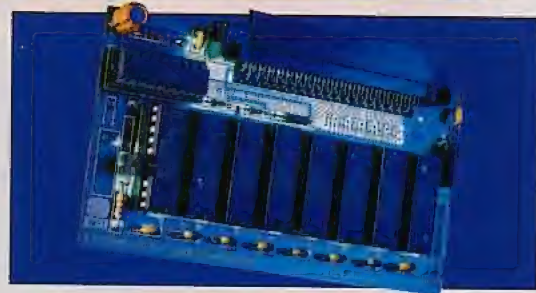
NORMAL RRP £129.99 inc. vat

EXCLUSIVE
TO INDI



THE ZAPPO RANGE

It's crucial Amiga gear!



ZAPPO 601 RAM EXPANSION

This is an all new, high performance upgradable RAM expansion for the Amiga A600. Adding this superb product to your A600 will allow for serious applications use and high performance games play.

FEATURES: • Enable/disable facility
• Socketed design (user upgradable)
• 12 months warranty

Optional with battery backed clock

OPTIONS: 512K no clock

512K with clock

1Mb no clock

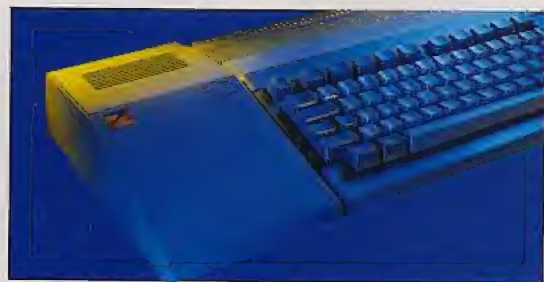
1Mb with clock

£29.99

£39.99

£39.99

£44.99



ZAPPO EXTERNAL HARD DRIVE

At last a truly powerful, fast and capacious hard drive for A500/A500+ at an exceptional price. Upgradable to 8Mb of fast RAM, SCSI and IDE hard drive compatible.

FEATURES: • Auto booting — upto 8Mb fast RAM • SCSI throughput for additional expansion • Mouse button game switch
• 12 months warranty

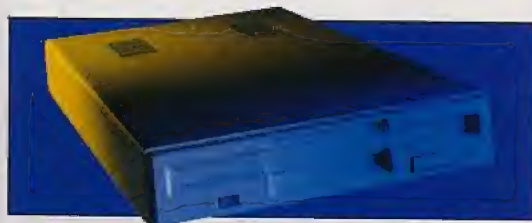
OPTIONS:

• 40Mb Hard Drive

only £299.99

• 65Mb Hard Drive

only £349.99



ZAPPO EXTERNAL 3.5" DRIVE

A high quality external 3.5" drive for use with A500/A500+ and A600.

FEATURES: • Low profile, 880K formatting drive
• Enable/disable switch • Daisy chain capability
• 12 months warranty

only £49.95



ZAPSAC

Designed specifically for the Amiga A600 the Zapsac gives your Amiga portability and you credibility £12.99 + £2.50 postage



ZAPPO T-SHIRT

If you own an Amiga you've already got respect. In a Zappo T-shirt you've got the Cred. £8.99 + £1.50 postage

The only Amiga accessories you'll want to wear out.

indi
DIRECT MAIL

AFTER SALES AND SPECIALIST SERVICE

All products are guaranteed for 12 months. Some products carry a 12 month at home service/repair guarantee (where indicated). In the unlikely event that any product purchased from INDI arrives at your home faulty, we will collect from your home and replace the product completely free of charge. If you own an AMIGA 1500 or 3000 and would like to expand its hard disk or memory capability or add any other peripheral INDI can offer you a complete door to door configuration service together with an additional 12 months Back to INDI warranty. Why not ask for a quote?

Products advertised represent a small sample of our instock range. A complete price list is available on request.

All products purchased come with a complete list of all products available from INDI with special customer loyalty offers.

INDI Prize Draw. Each month all customers purchasing during that month will be entered into a free prize draw. The winner will receive a full refund for product to the value of original purchase.

PRICES ARE VALID FOR MONTH OF PUBLICATION ON

HOW TO ORDER

BY POST — simply fill in the coupon below.

BY PHONE — ring 0606 43860 where your call will be answered by one of our INDI sales team. After 6.00pm each day your call will be answered by answerphone. If you would like to place an order have all details at hand including Credit Card. The message will guide you through your order.

SEND YOUR ORDER TO:
INDI DIRECT MAIL
FIRST FLOOR OFFICES,
85 WITTON STREET,
NORTHWICH
CHESHIRE CW9 5DW

AF.1192

Please send.....
Price..... + Delivery

I enclose cheque/PO for £.....
or charge my Access/Visa No.

Expiry date /

Signature

Send to Name.....

Address

Daytime Tel.....

Postcode

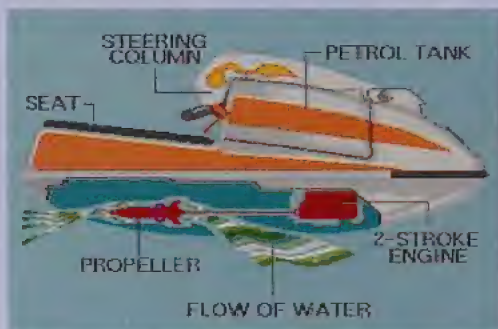
★ INDI TELESales ★
TEL 0606 43860 • FAX 0606 43825

Insight: Technology

CDTV PUBLISHING ■ £39.99 ■ 0628 770088



The topic screen features text that can be scrolled through by highlighting the right buttons; forward and backward buttons to go to the next topics in alphabetical order; and, most interesting, miniature stills from the animation and the photographic slideshow, which you click on to view the piece.



The animations, beautifully created in *Deluxe Paint*, are an ideal way of showing the workings of a complex mechanical device. In this diagram, water flows and the propeller rotates.



The slideshows, which mostly feature relevant and well-digitised photographs, are accompanied by a narration which tells you a little about the history and the development of a particular invention. All rather entertaining.

The fact that it's got 526 Mb of data stored away and uses a unique technique for loading quarter-screen video footage and audio might not mean anything to you; but the fact that this is one of the best-conceived and best-presented CD titles yet to appear should certainly make you sit up and take notice.

That 526 Mb is claimed to be the largest amount of data yet stored on a useable Amiga CD title, but it's what it's used for that's significant. Optonica have taken the time and trouble to produce a series of lavish illustrations – most of the work done in-house by their own artists – to come up with a disc that actually makes the most of the Amiga's strengths rather than pointing out its weaknesses.

This is the first in a planned series under the 'Insight' name. It's a reference work very much in the *Boy's Own* or *Look and Learn* tradition, which essentially means it's a kind of technical guidebook to the electrical and mechanical apparatus you might come across in daily life. It's not necessarily biased towards a younger viewer, but you can't help but feel it will appeal to the curious youngster.

The authors have picked out 262 'topics' (items for investigation) ranging alphabetically from the aerofoil to the X-ray machine via internal-combustion engines, jet skis and typewriters. Each and every topic is covered by text describing how it works and has an animation illustrating the principles. There's also a slideshow of digitised photographs for each topic, accompanied by narrated background information such as history, and for 35 of the topics there is also a quarter-screen video clip.

Simple enough, in itself. Where this disc scores massive points over those reference works that have come before it is in the thought that has gone into the concept and in the detail of the execution. The idea in itself is considerably more valid than most CD



While it's a shame that the video clips are small and the limited colours makes them look a little strange, they have been handled well. The presentation in a static screen is effective and the clips are on the whole an asset.



It may look pretty tedious, but the highlighted words work well enough for the karaoke purpose and the plain blue background means you can genlock in video pictures.

KARAOKE HITS 1

MUSIC MACHINE ■ £19.99 ■
0204 387410

Some have scoffed at the idea of using the CDTV for karaoke, but in actual fact it's a perfectly good idea. For anyone setting up a business in karaoke or wanting to get one in their pub or restaurant, CDTV makes an ideal option because it can handle the graphics as well as the CD-quality audio.

And, who knows, you may even want to sing along at home. I think it's quite mad, but I'm told it's fun at parties. Ho hum.

This disc is sensibly presented, with decent arrangements (without lead vocals, naturally, but with backing singers) of a number of ageing popular ditties accompanied by graphics that are simply the words for

the song. New lines appear on the screen at appropriate moments and the words are highlighted as each one is to be sung. What more do you need?

One sensible touch is the plain blue background. Why? Well, it means you could easily genlock a live video signal (or any other kind) into the background, making for much merry fun. Is this why Commodore decided to include a genlock expansion capacity in CDTV – so you can see yourself sing along?

The bottom line is it does the job, so you're going to like this disc if you wanna karaoke and you like the songs. It features 20 hits along the lines of *Oh Carol*, *It's My Party*, *Will You Still Love Me Tomorrow* and *It's Only Make Believe* – so the less I say, the better.

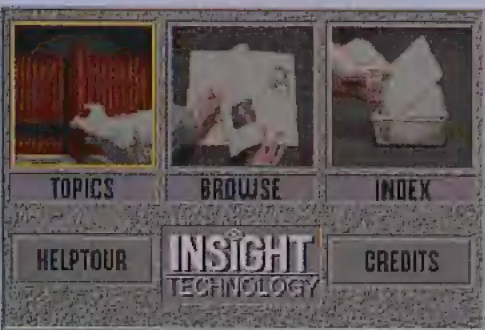
reference works. Like the books of this type that are common among eager-minded youngsters, it has an informative purpose – and yet its real appeal is as a darned-good browse. Plus, it's perfect for the sort of technically aware child that will use a CDTV or CD-driven Amiga anyway.

We've made the point before that you might as well use the strong points of the Amiga to good effect in the presentation of CD titles. Optonica have done this beautifully in opting for *Deluxe Paint* animations to illustrate the workings of the various devices and gadgets that this disc covers. Quite apart from looking better than digitised photos, the animations have an appropriate style and feel, very reminiscent of the classic 'how it works' books of earlier generations.

The numerous photographs are well digitised and clear, the text and narration is for the most part informative and interesting. The video clips are still a little unsatisfying but, working within the limitations of the medium, they have made a decent job of integrating quarter-screen video into a polished presentation.

When you're using the disc, you're quite aware that it's been sensibly and simply organised for ease of use, the topics, for example, are selected from a straightforward alphabetical list. You could say that's uninspired, but it works.

It's not a title that entirely lacks faults. Occasionally, the editorial direction wanders a little off the straight and narrow. But these lapses are few and are compensated for by the high quality and high information value of the disc as a whole.



The main screen offers you the options of going straight to the alphabetical listing of topics, or of 'browsing' through them in a number of ways. There's also a comprehensive Help facility to help you out.



Wild, weird, ever-changing graphics and some frantic rave music make this an ideal party support device. And you get the game *Top Banana* thrown in, too!



THE DEMO COLLECTION

ALMATHERA SYSTEMS ■
£19.99 ■ 081-683 6418

What a disc! If you've ever taken any interest in the demos scene at all, you'll know what a variety of animations, music and other clevernesses has been spawned in this fertile cultural and creative breeding ground. Which is a posy way of saying the demos scene is packed full of stuff that's fun, entertaining, amusing or amazing – but manages to avoid like the plague anything that you might consider remotely useful. So be it. If you're not aware of the PD demos scene, take a look at the PD Update pages in this very issue. Meanwhile, on with the review...

Following on from Almathera's *CDPD*, a CD-ROM disc which collected all the PD programs and utilities the makers could get their hands on, this disc does a similar thing for the PD demos scene. If comprehensiveness were an end in itself, these guys would have it sealed up – every noteworthy demo from the entire history of *Amiga Format*'s PD Update pages seems to have been included.



This is just the intro screen: fast-moving animation and a choice of tunes. Click to move on...



All the familiar names in PD animations are here, including Eric Schwartz, as well as less well-known items like this.

GLOBAL CHAOS CDTV

HEX ■ £29.99 ■ 0753 686000

Strange ain't the word. This has been described by Hex as 'the rave disc', which is basically what it is. If that means anything to you. If not, then, errm... well, it's a combination of acid-style dance music with 'eternal' non-repeating graphics. It's basically a massive PD music demo with a vengeance.

Put together by the team who first hit the news when constructing music videos, under the name Coldeut, for assorted ultra-hip dance acts, this is very much a product of the 'computer punk' generation. You could see it as appropriating and subverting the multimedia form, if you worked on BBC's *The Late Show* arts programme, but really it's just a bunch of guys with a pretty decent sense of good music and wild

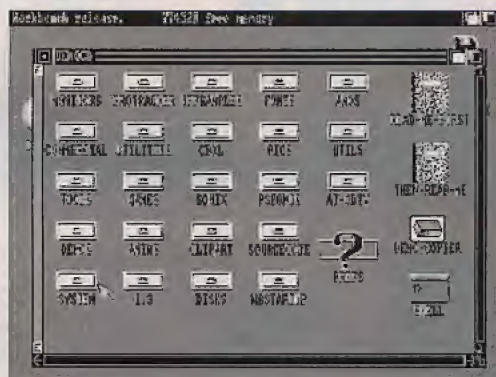
Naturally what the publishers take no responsibility for is the quality of the material, but there's some good stuff here. The entire Eric Schwartz back catalogue, for example – which would cost you at least £40 in floppies to get hold of any other way.

Listing the contents would take all day and it's not quite the point – if you buy this, you're almost honour bound to take a 'goodie bag', 'lucky dip' feel to the thing. But there's bound to be some quantity of stuff in there that will appeal to you. Similarly chancy is whether a particular item will run on your machine (some Schwartz anims need 3Mb, for example, which is tricky on a CDTV). But there's so much good stuff in there it hardly matters.

Compendiousness is one of the great benefits of CD storage and this assortment – though it's an obvious idea – is the perfect example of massive data attack. If in the past you've seen two or three demos that appeal to you, you'll almost certainly find this disc worth getting. Oh, and if you're not convinced, there's even some great PD games on there too...



AF RATING 90%



...to the ever-familiar Workbench screen. Here you can see drawer after drawer packed with demos.



There's also a whole drawerful of games, including the classic *Space Invaders* clone *Amoeba Invaders*.

visuals having a bit of fun. And fun it is. A number of dance tracks are accompanied by weird, flashing patterns which are semi-randomly generated to give almost endless variation. It's definitely something you could use to give your parties that rave feel. The music's good enough, the graphics are frantic, which is all as it should be.

Thrown in for good measure is Hex's *Top Banana* game, a *Rainbow Islands* clone in gameplay, but with a bizarre and original look that results from its 'sampled' graphics, many of which are highly amusing. The game is fun stuff too. All this adds up to a disc which few enough people will buy, but those who do will enjoy. As artistic expression it should be encouraged.



AF RATING 78%

Micromail YOUR *BEST* PRICE

AMIGA A600 SUPERDEALS

SUPERDEAL ONE

The **NEW** A600 Computer complete with DELUX PAINT III plus **FREE** of charge JOYSTICK, MOUSE MAT, WORD PROCESSING, DATA BASE, SPREAD SHEET, 5 BLANK DISKS, and a Mystery Game.

~~RRP £359-00~~

SUPERDEAL PRICE

£299-00

Monitors

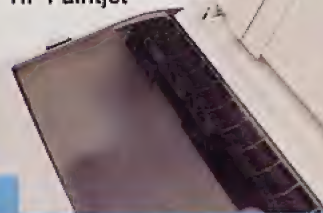
All monitors include leads	
Commodore 1084S P2	£199-00
Phillips 8833II	£199-00
Commodore 1950 M-sync	£586-00



Printers

All printers come with leads

Star LC20 mono	£149.00
Star LC24-200 mono	£235.00
Star LC24-200 colour	£275.00
Star LC200 9 pin colour	£195.00
Star XB24-200 colour	£355.95
HP Deskjet mono	£353.00
HP Deskjet colour	£583.00
HP Laserjet IIIP	£937.00
HP Laserjet III	£1192.00
HP Paintjet	£540.50



ALL PRICES INCLUDE VAT UNLESS OTHERWISE STATED

ALL MAJOR CREDIT CARDS ACCEPTED

Accessories

Amiga 600 Dust cover	£3-99
Monitor Dust cover	£4-99
Star LC24-200 Dust cover	£4-99
Star LC200 Dust cover	£4-99
Monitor stand	£12-99
Printer stand	£7-99
Joystick cable	£5-99
Mouse mat	£2-99
Naksha mouse	£24-99
Squick mouse PC	£17-99
Squick mouse A500	£14-99
Roboswitch	£11-99
Parallel printer lead	£5-99
Commodore A501 RAM	£39-99
Virgo RAM	£29-99
Control centre	£44-95
10 Disk box	£3-99
40 Disk box	£4-99
80 Disk box	£7-99
120 Disk box	£10-99
Rendel genlock	P.O.A

Consumables

Printer paper 1000 sheets	£12.99
Disks, 50 unbranded	£20.00
LC200 ribbon mono	£5.50
LC200 ribbon colour	£11.00
LC24-200 ribbon mono	£5.00
LC24-200 ribbon colour	£12.50

ONLY £5.00 Membership Fee to Our Software Discount Club with Purchases Over £25.00

Sega

SONIC II PLACE YOUR ORDERS NOW

Sega game gear with Sonic	£119.99
Sega game gear TV tuner	£72.99
Sega master system II	£54.99
Sega mega drive with Sonic	£119.99



VISIT OUR SHOWROOM; OPEN MON TO SAT 9-5.30 OR RING

GOVERNMENT-INDUSTRY AND EDUCATIONAL ORDERS WELCOME.

AMIGA SPECIALISTS

SUPERDEAL TWO

NEW A600 Computer
with DELUX PAINT III,
PIX, SILLY PUTTY,
PUSHOVER.

FREE of charge:

MOUSE MAT,
BLANK DISKS.

~~£399-00~~

SUPERDEAL PRICE

£349-00

**THIS MONTH'S
SPECIAL OFFER**

PRINTER STAND
£5-99 inc. P&P

AVIATOR JOYSTICK
£26-99 inc. P&P

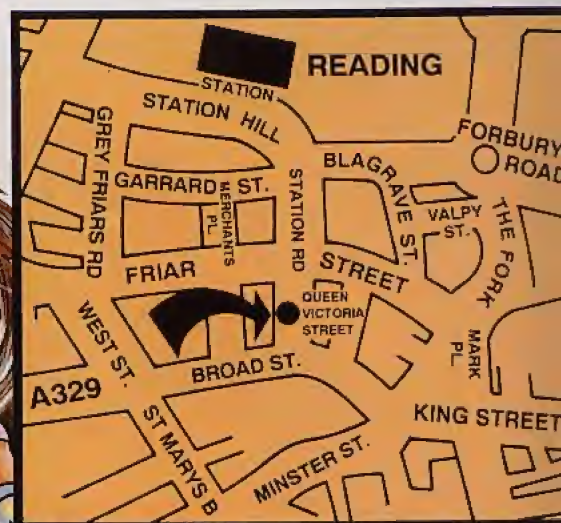
INTRUDER JOYSTICK
£22-99 inc. P&P

RING OUR
SALES HOT LINE

**0734
505514
NOW!**



VISIT OUR SHOWROOM



0734 505 514

Disk Drives

G.V.P hard drive 52 meg	£349.00
Cumana disk drive	£58.95
Rotec disk drive	£57.95
Roclite disk drive	£64.95



How to order

Next day delivery for credit card orders placed before 3.00pm subject to availability. Alternatively send cheque/ postal order to Micromail Ltd, 8 Queen Victoria Street, Reading, Berkshire.

Please allow 5 working days for cheque clearance.

Subject to availability despatch is normally within 24 hours of receipt of cleared payment.

DELIVERY CHARGES; UK

Small consumables & software items
Other items except lasers
Laser printers
Offshore & Highlands
in addition we have the following express service:

Saturday deliveries
7am - 9am next day
am next day

Mainland (not Highlands)

Despatched by post, please check charges when ordering.

Next day courier service, £10.00 per box.
Next day courier service, £17.50

Normal rate plus £10.00 + VAT per box

Normal rate plus £10.00 + VAT, surcharge

Normal rate plus £10.00 + VAT, surcharge

Normal rate plus £10.00 + VAT, surcharge

(the above surcharges are per box)

Prices are subject to change without notice E.&O.E

Amiga Software

ZOOL	P.O.A
HUMANS	P.O.A
SHADOW OF THE BEAST III	P.O.A
WIZKID	P.O.A
Sensible Soccer	£18-50
Monkey Island II	£28-50
Premiere	£24-50
Vikings	£20-99
The Games	£23-99
Crazy Cars III	£20-99
Fire & Ice	£20-50
Dyna Blaster	£24-99
Mega Traveller II	£24-50
Civilization	£26-50
Badlands	£9-99
Hagar the Horrible	£18-50
Stun Runner	£4-99
Bubble Bobble	£4-99
Font Grabber	£49-99

Joysticks

Apache 1	£6.99
Python 1.m	£8.99
Jet fighter	£11.99
Superboards	£14.99
Top star	£20.99
Cheetah Bug	£12.50
Zip Stick	£13.99
... and many others	



8 Queen Victoria Street
Reading
Berkshire
RG1 1TG

Tel. (0734) 505514
Fax. (0734) 581247

OUR SALES HOT LINE 0734 505514 FOR NEXT DAY DELIVERY



The **AMIGA** Collection
FORMAT

No.7 RRP £40
Devpac 2
From HiSoft

COMPLETE PROGRAMMING PACKAGE!
Take some tips from Populous II creators Bullfrog as they tutor you to games-writing prowess with this fully-featured machine code package. Go on, beat the softies at their own games!

● A 500 Plus Compatible ● 1Mb Recommended ●

Your Turn! Part 3

How to program your own games in assembler

Moving on to the third part of a continuing series which aims to teach you how to program like the pros. From the team that brought you Populous, Bullfrog coder **Scott Johnston** explores more of the details of our demo game, which is gradually building into something pretty playable. This month we learn how to deal with background blocks and collisions...

LAST MONTH WE had managed to get a man, the main character of our game, moving around the screen, under joystick control and properly animated. So far, so good.

But flying a little bloke around a screen wouldn't be much of a game, so it's now time to start adding some of the other elements of the game. During the course of this month we will place the platforms into the game.

The main display is usually the best part of a program to start off with, so that you can get a reasonable idea of how the finished product will look and feel. Many games start off as static background graphics and sprite animations, then the process by which the graphics become a game follows on. Which means we have started the wrong way round.

Bullfrog's coding methods revolve around making life as easy as possible, so giving more time to pose in rather ridiculous positions for press photographers. Or not, as the case may be.

If you run the demo, your man should fall from the sky, and land at the bottom of the screen. You can't actually see any platforms, but as far as your man is concerned they are already there. Pressing fire will bounce the main sprite around, and you will find that he can stand on the platforms.

Quit out of that, and have a look inside the draw.s file. The reason we don't get all the blocks drawn on the screen is because the command

```
dbra d4, .loop_y
```

has a semi-colon in front of it. Remove this and recompile. You should now have the level

Continued overleaf

on screen. See if you can get to the top! Not that difficult, really, eh?

Fed up of that level? Then go into `move.s` and remove the semi-colon from in front of the `LEVEL` equate. Now when the program is compiled you will have a different level to try and climb. Fall down the gap at the bottom of the screen, and it will be time to quit and rerun the program.

You can change several of the equates to make the 'game' easier or harder to play. `GRAVITY` is the speed at which you slow down on your jump. `JUMP` is how high you will go. `LEFT_FOOT` and `RIGHT_FOOT` control how far off a platform your man can stand - decrease `LEFT_FOOT` and increase `RIGHT_FOOT` to make it easier. The rest you already know about.

That's great, but you may well be asking yourself 'how does it all work?' Well, the two routines that draw the block background are `_draw_blocks` and `block_draw`.

The first scans through the map data held inside `data.c.s`. If the number picked up is not a zero then there is a block to be drawn. This block number, as well as the x and y position of the block, is then passed to the `block_draw` routine. The first part of the drawing routine sets up where to draw on the screen. The loop picks up four words of data, and places them down in the right place on the screen. At present this is only a block draw, which means that anything behind it is not visible. To change it so that you could see through, you would have to create a mask for the data.

GAME DESIGN OVERVIEW

To turn this into a platform game, we need to know the order in which we have to do things. Listed below is a simple pseudo-code example of the processing order. It includes any objects that need to be picked up and any enemies that need to be drawn.

- 1 Initiate level.
- 2 Clear the screen.
- 3 Draw blocks.
- 4 Draw objects.
- 5 Draw bad guys.
- 6 Draw hero.
- 7 Move hero - includes x,y and animation of the sprite for our man.
- 8 Move bad guys - again this also includes x,y and animation.
- 9 Collision check on objects - has the hero touched an object?
- 10 Collision check on baddies - has our man just touched an enemy?

As you can see, we still have quite a lot of work to do. But saying that, now that we have

broken down the task into easy sections we can bolt on new bits every month over the next couple of months.

THE SCREEN

In low-resolution 16-colour screens, each pixel is stored as four bits. Unfortunately the bits are not stored consecutively, but as a single bit in each of four words. These words are known as bit-planes.

The first word of screen memory is the first word of plane 0. The second word of memory is the second word of plane 0. Thus we fill the whole screen with plane 0 before we move on to plane 1.

Again the whole screen is filled, before we move on to plane 2, and then plane 3. Thus 32000 bytes are used in total. The first 8000 bytes are plane 0, the next 8000 bytes are plane 1 and so on through planes 2 and 3.

For a colour to be displayed on screen, the computer looks at the data in the bit-planes. Each pixel on screen has bits in the bit-planes set. These bits go to make up the colour of that pixel. For example: if all planes are set, the colour value is 1111 or 15.

Plane 0 sets the right-hand bit (bit 0). If we clear plane 0 then the colour we get is 1110 or colour 14.

Another example: plane 0 is set and all other planes are clear, so the colour is 0001.

THE MAP

The map is stored at the bottom of the file `data.c.s`. You can change this to your heart's content, and so make the game easier or harder to complete. If you feel up to it you can try to make the background scroll up and down with the man, as he jumps about. Experts only need apply for this bit. Don't worry if you can't do this, as the final version of our game will not have a scrolling background.

SNEAK PREVIEW TIME...

Bizarre situation at this point, I'm afraid. We're going to go a few steps further this month, but unfortunately we didn't have the time and the space to get the code on the disk.

so you're going to have to wait until next month to put his into practice, but for now give it a read through and see if you can understand what's going on. It's pretty easy.

The will be quite a lot of changes to the code - the number of files on the disk will change, making it easier to figure out what is

going on. The files we are most interested in are these:

```
equates.i
structs.i
init.s
draw.s
move.s
data.c.s
```

Even without the code and from just the names, you should realise that three files you have not seen before are the `equates.i`, `structs.i` and `init.s`. All the equates from `move.s` are going to be placed into the file `equates.i` because this helps in trying to track something down, or change a figure.

The major addition to the new program will be the ability to collect something - and to die! When you run the code, you will see a screen with five Golden Ankhs on it. To collect something our man must touch these.

When you try the code on next month's disk, you will find that the ankhs don't disappear. That is due to the fact that we, or should you, have not written the collision code yet.

OK. Re-run the code and take a dive from one of the top platforms to the floor - the man will die. That is it for that game so far - only one life at present.

The ankhs are in what is known as a structure. These are brilliant things, in that you can define several variable names and control more than one thing with them. These names are held inside the `structs.i` file and are:

```
OBJ_ON          equ      0
;does the object exist
OBJ_STATUS      equ      0
;what state is it in
OBJ_TO_DRAW     equ      2
;Where to get x, y and frame in one
OBJ_X           equ      2
;where on the screen is it
OBJ_Y           equ      4
;y version of above
OBJ_FRAME       equ      6
;what is the frame being displayed
OBJ_SIZE        equ      8
;how big is each object
```

The numbers represent which bytes are used by this information. The numbers are all even because I am using word-sized variables due

NEW COMMANDS

`DBRA d0,label`

The `dbra` command, or Decrement and Branch. This is a very useful command in that you can create loops easily and quickly. The number of times to loop is held as 1 less than the actual in `d0`. This is because the test that is performed is the equivalent of a `BGE`. So the similar code written without the `dbra` command is:

```
-move.w #5-1,d0 ;set up a counter
.loop_to_here
Do What Ever.sub.w #1,d0 ;subtract from the counterbge
.loop_to_here ;loop if d0 is not negative
```

`BTST #1,d0`

Bit Test. This command checks whether bit 1 in register `d0` is set to a one or not. The bits are numbered from the right-hand side, starting at 0 and moving up to 31 on the left.

THE COLLISION DETECTION ROUTINE

```

move.w    man_x,d0      ;pick up our man_x position
asr.w     #FOUR,d0      ;scale down to a screen co-ord
move.w    man_y,d1      ;pick up our man_y position
asr.w     #FOUR,d1      ;scale down to a screen co-ord
move.w    d0,d2         ;take a copy of x
add.w     #MAN_WIDTH,d2 ;and add the width of our man
move.w    d1,d3         ;take a copy of y
add.w     #MAN_HEIGHT,d3 ;and add the height of our man
lea       _objects,a0    ;point at our objects
move.w    #MAX_OBJECTS-1,d7 ;counter of how many objects
.loopstst.w OBJ_ON(a0)   ;is the first one present
beq.s     .next         ;no so lets look at the next
;one
move.w    OBJ_X(a0),d4   ;yes it was, get the object x
move.w    OBJ_Y(a0),d5   ;and y values
cmp.w     d3,d5         ;Is the bottom of the man
;greater than the top of the object
.bgt.s    .no_collision ;yes then we cant collide with it
add.w     #ANKH_HEIGHT,d5 ;move to top of the object
cmp.w     d1,d5         ;is the top of the man less than the
;bottom of the object?
blt.s     .no_collision ;yes then we cant collide
cmp.w     d2,d4         ;compare right of man with the left
;side of the object
bgt.s     .no_collision ;if it is greater then we cant collide
add.w     #ANKH_WIDTH,d4 ;move to the right side of object
cmp.w     d0,d4         ;compare left of man with right side
;of the object
blt.s     .no_collision ;if less than then we cant collide
move.w    #0,OBJ_ON(a0) ;clear out the object as we touch
sub.w     #1,to_collect ;reduce the number left to get
move.w    total_levels,d6 ;as compute the score
mulu     #SCORE,d6      ;that is received by getting object
add.w     d6,score       ;score = level * multiplier
move.w    #DELAY,delay  ;place a delay to stop instant
jump.next ;we want to get the next object
.no_collision
;because the last did not exist or we didnt touch it
.lea     OBJ_SIZE(a0),a0 ;so move the pointer to the next
dbra     d7,.loop       ;repeat until there are no more
;objects

```

to the fact that we have loads of memory to play with.

If this was a full-sized game I would probably be using byte-sized variables for anything that I could, just to save space. One thing to note, though, is that byte-sized variables tend to be slower, as they must be extended into words before they can be used. In Powermonger, for example, the people took up 50 bytes each, and there were up to 512 people to each map.

The variable name OBJ_TO_DRAW is there for the purpose of clearer movems. It is always a good idea to stick in extra labels for this kind of thing because when you try and read your code several months or even weeks later, you may not see the relevance of movem.w OBJ_X(a0),d0/d1/d2 whereas movem.w OBJ_TO_DRAW(a0),d0/d1/d2 is a lot easier to understand.

Adding helpful equates and labels does as much for the readability of a program as decent comments. It's a good idea to have virtually NO numeric constants in your code. All right, so there are loads of them in the demo – but that's because I was being lazy.

The memory is reserved for the objects at the end of data.c.s and again shows good use of equates. OBJ_SIZE is the number of bytes used per object, and MAX_OBJECTS is the number of objects we can have. Therefore if we change our mind on how the objects are held, or how many we can have, all we need to do is change the equates, rather than having to go back into data.c.s.

The objects are defined inside init.s which uses a jump table to decide which level we are currently on. The most obvious way to do this would have been...

```

cmp.w     #LEVEL_1,d0
beq       level_1
cmp.w     #LEVEL_2,d0
beq       level_2
cmp.w     #LEVEL_3,d0
beq       level_3

```

and so on. The problem with this is that if we had loads of levels then we would need loads

of compares. Whereas a jump table does exactly the same thing faster, in less space and is just as readable. Compare that with this...

```

move.w    .jump_table(pc,d0.w),d0jmp
.jump_table(pc,d0.w).jump_tabledc
.wlevel_1-.jump_table
;1st leveldc.w 1 e v e l _ 2 -
.jump_table
;2nd leveldc.w 1 e v e l _ 3 -
.jump_table
;3rd level

```

OK, the next step is to put the collision in. In the separate panel, there's a listing of a routine should do just that, which you will need to type in. You don't have to type the comments in if you don't want to, but they will help a lot if you ever come back to the routine. The extra code goes in the bottom of file move.s after the label_collect_collision.

Typed that? Good. Sorry there is so much of the stuff. Did you understand it?

Recompile and run the program: you should now be able to pickup the Ankhs at the top of the screen. If you put a semi-colon in front of the move.w #DELAY,delay you will see (next month, I'm afraid, when you run this lot) that if you complete the level, you will instantly flash to the next one rather than waiting for a second or so.

Take a look at the panel on masking next and try that out. Then there's a few other things you can try to do for yourself.

One: change the score equate, to have massive high scores and so on. The score, incidentally, uses a single colour font draw which when passed an x and y position in d0/d1 and a2 pointed at the text to display, is only capable of holding 5 digits at the present, but that should be easy to change.

Two: Add new levels to the game. Increase MAX_LEVELS to reflect the new number, and there you go.

Three: Change the font draw into a masked font draw, and give it the ability to display more than one colour.

Next month: enemies and music!



MASKS

At present the Ankhs are not being masked as they are drawn. This means that if they were placed in front of a platform, the platform would disappear. The most difficult area of programming animations to understand is the principle of masks. If you position a sprite on the screen, the block containing the sprite will affect the colours already there. To overlay the sprite properly against the background, you first need to create and position a mask which changes the screen colours in the area of the sprite block.

Now when you lay the sprite onto the screen, the colours of the mask change back again to the correct original colour.

Confused? A mask is a block of data which has a bit set for every pixel that is blank on the sprite block. The mask can be 'AND.W'ed with the background data, before you 'OR.W' your sprite data to draw it on the background.

If you look inside draw.s at the routine _draw_collectables you will see that we have no mask. You can calculate this when you draw your sprite by replacing the four move.w d?,?(a0) with the following piece of code.

Please note that, as throughout this month's piece, some of the comment lines have been wrapped to the next line.

```

move.w    d1,d5      ;copy plane 0 into d5
or.w      d2,d5      ;or plane 1 with d5
or.w      d3,d5      ;or plane 2 with d5
or.w      d4,d5
;or plane 3 with d5
not.w     d5
;invert d5 to create mask
and.w     d5,(a0)
;mask background (plane 0)
or.w      d1,(a0)
;combine with sprite plane 0
and.w     d5,PLANE_SIZE(a0)
;mask background (plane 0)
or.w      d2,PLANE_SIZE(a0)
;combine with sprite plane 0
and.w     d5,PLANE_SIZE*2(a0)
;mask background (plane 0)
or.w      d3,PLANE_SIZE*2(a0)
;combine with sprite plane 0
and.w     d5,PLANE_SIZE*3(a0)
;mask background (plane 0)
or.w      d4,PLANE_SIZE*3(a0)
;combine with sprite plane 0

```

Though, as you can see, this takes quite a lot of instructions, it would be much easier if we stored a copy of the mask with our data, then the top half of the above code would not be needed.

Civilization

Are you having problems with the dawn of your Civilization? Well, fret not because she always was an awkward modom wasn't she? Here's a player's guide to Sid Meier's latest epic

THE FIRST THING you should remember is that there is no right or wrong way to play *Civilization*. The most enjoyable level of play is Warlord, with four civilisations competing. Choose your tribe wisely because each leader is very different. For example, Genghis Khan (Mongols) can be expected to be very aggressive at the expense of his own cities, but Mao-Tse Tung (Chinese) is generally concerned with building a strong civilisation and doesn't seek to expand aggressively. The leader biographies can be found in the manual on Pages 112-115.

Whenever you play the game it's always an advantage to have the Civilization Advances Chart (found in the very back of the manual). This can help you build more advanced units quickly. If in the early days of your civilisation you concentrate on the above advances you can build the catapult unit, which is usually stronger than any of your enemies' units – unless they have better technology, that is. Try to lower the tax rates early on – this will increase your science rate.



Pay regular attention to your towns using the Townplan map. This is the way you can be sure which defensive units you have installed, and find out how the natives react to having their cash spent on military hardware.

Fortification

1 The first units you acquire should be selected for defensive, offensive and mobility factors. Defend your home city first, but use more mobile units to open up the frontiers of your civilisation. Your first two militia or other military units should be used to defend your city or fortify the units on the city. If you fortify the units elsewhere, an enemy could destroy all the units in one move.

2 Whenever a unit becomes technologically old, always replace it for a more capable unit. For example, replace the Cavalry unit for a Knight unit when it becomes available.

3 Across the world there are minor tribes – by moving on to them you can uncover wealth, wisdom, friendly tribes or angry barbarians. You should only move a military unit with a high-defensive factor on to these squares.

4 When the technology arises you will be able to set sail, first of all in Triremes – these are not deep-water vessels and so can be lost at sea very easily, so watch out. It's always a good idea to keep them near to the coast, but if you get an opportunity to go to

the nearest unexplored land mass then go there, but don't stay too long. You should carry other units on the ships: a diplomat, a strong military unit and a settler. With all these units you should be able to cope with any problems that arise.

When playing *Civilization* you can play defensively or offensively, but usually you play both. Begin by building up your defences and technologies and making peace treaties with other civilisations.

If a neighbouring civilisation becomes a threat or a problem you will need to open hostilities, but before you do this you should get an idea of the enemy's technology level. To do this you will need to establish an embassy in an enemy city – use a diplomat. If the enemy is more technologically advanced than you, then you might consider postponing your aggression until you are more evenly matched.

Playing catch-up

You can catch up with the enemy in one of four ways:

1 Concentrate on research, building libraries and universities and devoting a larger portion of your revenue to scientific research.

2 Exchange technologies with friendly civilisations, but preferably not with one which you are about to go to war with.

3 Build the Great Library wonder, so whenever two other civilisations obtain the same advance it becomes yours as well (for free!).

4 Steal the technology by using a diplomat. When you're at war don't be afraid to rest during a long campaign. It is possible to go too far, exhausting your resources and your people's willingness to fight. From time to time your enemies will offer to make peace with you – if need be, accept the treaty and use the time to build-up your combat forces and your treasury.

During the respite from war, place ships on sentry outside enemy harbours, post sentries along land borders and fortify units around enemy cities. Have diplomats ready to undertake spy and sabotage missions as soon as hostilities are resumed.



Building specialised buildings in your cities is the best way of helping your population advance and stay happy. Libraries, universities and cathedrals are the best antidotes to troublesome peasants.

Later on in the game you will be faced by the nuclear dilemma. This could be either because your use of nuclear weapons will lose you points during the game, or because an enemy threatens you by saying 'Our words are backed by nuclear weapons!' (time to change your underpants, methinks). This warning should be carefully heeded.

Although an enemy is unlikely to use nuclear weapons, try to build an SDI on your capital city and other important cities. Use of nuclear weapons speeds up effects such as global warming and polar melting. If you use nuclear weapons you should have plenty of settler units in readiness to clean up the mess.

Nuclear warheads are best used as deterrents, never as weapons.

There are two ways to win at *Civilization*: either defeat all other civilisations or win the space race to Alpha Centauri. First of all, to win the space race you must complete the Apollo programme, and after this you will be able to build parts for your spaceship – SS Structure, SS Module and SS Component. Your goal is to build a spaceship that can hold as many colonists as possible, yet travel at a reasonable speed and with rea-



Civilization is a huge game, with world-sized problems. There are two ways to be a success, but even more ways of being a failure. So take help when it's offered.

sonable probability of success. Keep an eye on construction as it proceeds. All characteristics should be 100 per cent or above.

What's it all about Alpha?

1 The more propulsion units your starship has, the faster it reaches Alpha Centauri. The more colonists you attempt to transport, the more your starship will weigh.

2 Guard your capital. Losing it brings your interstellar programme to a very quick halt...

3 Watch the clock. You must reach Alpha Centauri before your reign expires.

4 If other civilisations launch before you, make a mad dash for their capital in the hope of capturing it before their starship reaches its destination.

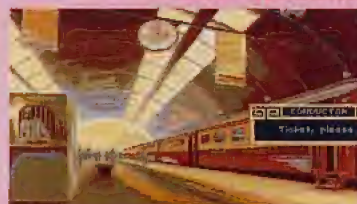
5 Don't launch unless your arrival time is less than 20 years. If it is add more fuel and propulsion units.



Helping Hand

It's that time of year again, when everyone's minds begin to turn from boring old work to that pleasurable thing that people do on early nights. Yes, we're talking about playing games. **Andy Nuttall** offers this month's helpline for the bewildered....

HEART-WARMING TIPS



Are you feeling a bit 'Chi' sed off with getting out of Katmandu? Or even Kathmandu? Then you're probably playing the excellent *Heart of China*...

After having given *Heart of China* such an excellent review in issue 32, I would have thought you might have included a slight hint or tip for it by now – but, alas! I have found nothing. I just can't get out of Katmandu. Please help.

Yvonne Caplan
Edinburgh

£25

Once you've landed at Katmandu, Chi will talk to Lucky. From the menus that follow, choose 3, 3 then 3. Lucky will leave, so enter the plane and pick up the blanket and the tarpaulin. Exit, put the blanket over Kate and the tarpaulin between the fuselage and wheel. Give Kate the healing and ninja herbs. You should now be rescued. Talk to Ama, then choose 3 and 2 from the menu. Exit to the street, go past the top centre of the screen. Click on the door handle, then talk to the disciple – choose 2 then 2 from the menu. Exit to the town. Enter the telegraph office, talk to Nalina, exit to the street. Exit left, and talk to Kubla. Choose 3 and 2 from the menu. Pick up the cigar box, exit to the street, then go back to the Lama's. Open door, talk to Lama, choosing 3 then 2 from the menu. Exit to street, then exit to tavern. Talk to the barman, choosing 3 and 2 from the menu. Talk to Sadar, then to the barman. When Chi buys a round, talk to Sadar again, using 3 then 1 from the menu.

Exit to the street, enter Ama's house, talk to Kubla. Give the cigar box to Chi, call up Chi's inventory, place the chopsticks and the coins on the box. Give the car to Lucky, change to Lucky and give the car to Kubla. Pick up the hose, exit to the street, go back to the Lama's and talk to him. Choose 2 then 2 from the menu. Exit to the street, go to Bojon's office on the right. Talk to him using 3, 2 then 2 from the menu. Exit to the street again, go to the tavern, and talk to Sadar using 2 then 2 from the menu. Give Lucky's gun to Sadar, which will cause a revolt by the villagers. They will help you with your plane, enabling you to leave Katmandu!

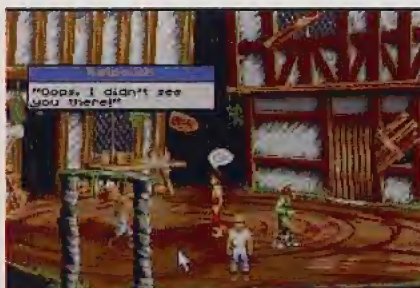
Congratulations to J H Andrews of Norfolk, who wins a £25 voucher for his solution.

Lurid Difficulties

I seem to have run into difficulties in *Lure of the Temptress*. I have started the distilling process on the apparatus, but I have nothing to pour the liquid into – the bottle smashed on the way down. Can you help?

Also, how do I get into the Apothecary?

Jim Brooks
Bognor Regis



Lure of the Temptress: a game filled with skors, apothecaries and transvestites...

Aha, this is a taxing problem. What you must do is talk to Mallin who will give you a metal bar. Give it to Ewan the shopkeeper and get the gem from him, then give that to Nellie the landlady. In return she will give you a flask, which you should use to hold the liquid.

To get into the Apothecary you must first set Goewin free. She is being held at the Town Hall, and you must find a way of getting past the Skorl guard who is holding her there. I'm not going to tell you how, but let's just say that an alteration of your hormone balance will make life a lot easier...

Management proposals

Does anyone have a cheat or a hint for *The Manager* by US Gold? I've been playing it for ages, and I can't get anywhere!

Rupert Morgan
London

You're in luck. Set up a two or more player game, and make one player put a Forward on the transfer market. The other player must then offer some money for this Forward. The first player should refuse, and remove the Forward from the market. The Forward will now have a goal scoring record of 125-150 in the season, and will automatically win the top scorer award!

Also, if you set up a four player game and make three teams borrow one million pounds each, the first team's calculated mean will drop to zero causing sponsorship funds to quadruple in value. Sounds like a bit of a Maxwellian cheat to me, but there you have it. Thanks to Steve for the tips.

Don't eat with your mouth open!

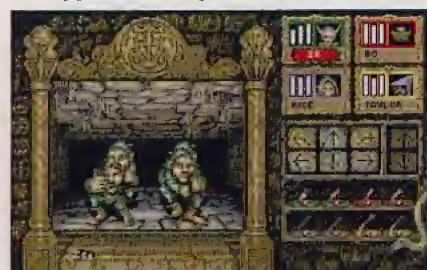
Knightmare could be a super game if only my characters could eat! They've got rabbit pies

and sweets but no mouths it seems. Also, I would like to know how does one 'keep the pad down' in the first dungeon.

I enclose a SAE and implore your help!

Margaret Duddridge
Axminster

Before we give you a hint I must remind you, along with the other 20-or-so readers who send in SAEs each week, that we can't give personal replies to any enquiries. The reason for this is that we really don't have time to do it. All the SAEs are given to the local OXFAM charity for their stamp value.



You know you're having a Nightmare, when even eating food is difficult...

To eat the rabbit pies, sweets and other food items, simply place the food on the hand icon, then click on the food with the right hand mouse button. Now click the left hand button on the Eat icon which will be displayed, and your character will consume heartily. Another good source of food is the garden, which can be dug over using the shovel to reveal a plethora of apples.

To keep the pad down, it is necessary to drop an object on it. Make sure you drop something trivial and unimportant such as a rock, though, as you must leave the item behind as you move on in the game. The *Knightmare Adventurers' Handbook* is available from Mindscape on 0444 246333.

LOST

Many millions of evasive young whippersnappers, all answering to the name 'Hints 'n' Tips'. Great rewards of £25 and £50 vouchers given to any persons offering information. No Action Replay cheats please, as these impostors will not be given house room. Any questions regarding the animals and their parents, that is 'Amiga Games', will also be welcome, and will be answered forthwith. Until next month, then...

If you're stuck on a particular game or have a solution to a letter printed in the magazine, then write it down and send it in to us at **HELPING HAND Amiga Format, 30 Monmouth Street, Bath BA1 2BW**

Now AMOS has turned Professional!

AMOS The Creator has brought programming within the reach of over 50,000 Amiga users. Now it has been given a complete overhaul and the result is a vastly enhanced product – AMOS Professional – designed for all experienced Amiga programmers.

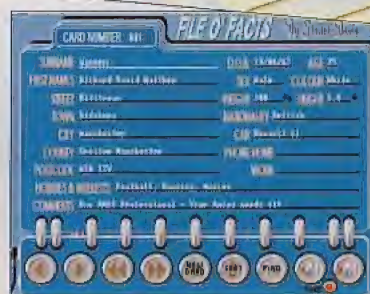
AMOS Professional has 200 new commands, taking the total to over 700. Included in the package is a 650-page manual written by Mel Croucher who wrote the highly-praised Easy AMOS manual, and Stephen Hill who wrote the original AMOS manual. Programs written using earlier versions of AMOS and Easy AMOS can be loaded into AMOS Professional for amendment or enhancement.



Write programs with ease using the feature packed Editor



Track down problems fast in the advanced Monitor Mode



You can get serious too – File O' Facts shows just what's possible

- On-line help provides details of the command at the cursor position – another click takes you to a fully documented working example.
- A new editor with drop-down menus, keyboard macros, advanced undo/redo, and multiple windows on screen.
- IFF animation playback that runs faster than in DPaint.
- MED music library support with MIDI data send, Noise Tracker support, easier access to the printer, serial and parallel ports and much more.
- MOUTH commands to link sprites to speech output from the SAY command to create a realistic talking head.
- Two discs crammed with working examples, and tutorials demonstrating AMAL, the new AMOS Interface system, collision detection and other key topics.
- A selection of new highly-finished programs, including Planet Zybex (a scrolling shoot'em up), File O'Facts (electronic data organiser), Quatro (puzzle game) and Dithell's Wonderland (an eight-way scrolling platform game).

The result is a package which will more than satisfy home and professional AMOS users. It's fun to use, lots to learn – it's essential for the Amiga.

An easy introduction...

If you're a complete beginner to programming you can make your Amiga really work for you! Easy AMOS is a simplified, ultra-friendly version of the best-selling AMOS Basic programming language, and it will propel you into a fascinating world.

- You will learn how to:
- Produce impressive graphical effects
 - Create and animate colourful objects
 - Scroll large text across the screen
 - Make your Amiga actually talk
 - Add music to your creations

Turn your ideas into reality – arcade games, adventures, computer art, cartoon animations, home finance, educational software, demos... the list is endless!

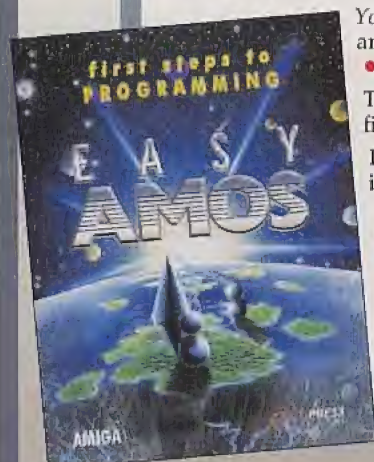
Packed with ready-to-run programs, you can quickly understand how they work, and use the ideas in your own programs. There's a 20-lesson course to take you through the steps of programming.

Easy AMOS's step-by-step and fun approach is the simplest and easiest route to writing your own software.

EASY AMOS REQUIRES 1 MB OR MORE OF RAM AND THREE BLANK DISCS. AMOS PROFESSIONAL REQUIRES 1MB OR MORE OF RAM. TO UPGRADE TO AMOS PROFESSIONAL CONTACT DATABASE DIRECT ON 051 357 2961. AMOS PROFESSIONAL AND EASY AMOS ARE STOCKED BY MOST COMPUTER SOFTWARE RETAILERS.



Create eye-catching animations with the powerful Bob Editor



EUROPRESS
SOFTWARE

Europa House, Adlington Park,
Macclesfield SK10 4NP
Tel: 0625 859333 Fax: 0625 879962

world of music

Take control of your music!



◆ Expert technical advice on all your musical problems every issue



◆ Authoritative reviews of all the latest hardware and software

Technology *plus* creativity

Don't just listen – play!



◆ Comprehensive buyers' guides to hardware and software



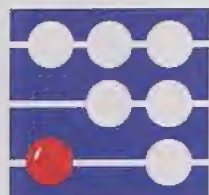
◆ How to... guides that will help you get the most from your gear

**FUTURE
MUSIC**

The technology for making music is becoming increasingly affordable, giving more people than ever the access to equipment that can create, play and record to a high quality level. What you need to know is what equipment is right for you and how to get the most out of it. We will guide you through this

complicated world – ripping out needless jargon, giving authoritative reviews, providing essential advice and keeping you up to date with everything to do with music technology. Join us every month and be part of a unique club of music enthusiasts.

Issue 2
out Thursday
November
19



CALCULUS

COMPUTER STORES



**FOR YOUR LOCAL
CALCULUS STORE**

TEL: 0543 251275

**Phone lines open 9.30am to 5.00pm (Monday to Friday)
and 9.30am to 4.30pm (Saturdays)**

**IT'S NEW! IT'S MEGA!
IT'S FINALLY ARRIVED!**

AMIGA A1200

NINETIES™. This is a high performance machine featuring a 32-bit processor, AA chipset, 256,000 on screen colours from a palette of 16.8 million and for those requiring additional capacity the machine offers a PCMCIA memory card socket and internal IDE hard drive interface.

1200 STANDARD FEATURES

- 68020 Processor
- 2Mb Chip RAM
- AA Chipset
- Alpha-numeric keypad
- PCMCIA Slot
- 3.5" Internal Floppy
- Built-in TV modulator
- Free 12 Months At-Home Maintenance

£399.99



FREE Amiga Challenge 3 Superb Games International Sports Challenge A masterpiece of 3D simulation covering 6 competitive sports with 21 events, the most realistic multi sports simulation ever produced. **Show Jumping** Superb realism, different challenging courses. **Diving** Over 40 dives, more than 140 frames of animation provide unsurpassed realism. **Shooting** 4 independent events from pistols to double barrelled shotguns. **Cycling** Stunning 3D vectors and unbelievable speed. **Swimming** 100 metres, breaststroke, 200m freestyle, 400m butterfly or 4x100m medley. **Marathon** The ultimate, 4 courses, choice of 6 runners - change weather, terrain and altitude. **The Cool Croc Guide** Punk and Funk through 60 levels of mayhem, 10 worlds to explore with unique bad guys. With the funkiest, punkiest music in town and brilliant 2 simultaneous player mode this game is definitely cool. **Paradroid 90** It's 2390 and disaster has struck a 5 strong fleet of space fighters, the robots have gone haywire, the crew have mutinied... Can you survive? **Plus FREE Zapsac & T-Shirt.**

**EXCLUSIVE
PACK**

COMMODORE AMIGA CDTV THE MULTIMEDIA-COMPUTER



GOLDSTAR 14" REMOTE TV/MONITOR
FEATURED AVAILABLE SEPARATELY AT £179.99

AMIGA CDTV MULTI MEDIA PACK

The all new Amiga Multi Media value pack is only available from Calculus. Another first for the UK's largest computer group.

- Amiga CDTV
- CDTV 1411 3.5" Disk Drive
- CDTV Welcome Disk
- CDTV Keyboard
- Infra Red Remote Control
- CDTV Wired Mouse
- Fred Fish Disk

FREE Hutchinsons Encyclopaedia CDTV title worth £49.99

FREE Award Winners 4 top games pack worth £122.52

Pipemania, Space Ace, Kickoff 2 and Populous.

**CALCULUS
PRICE**

£499.99

**£222
OFF**

AMIGA CDTV EXTERNAL HARD DISK DRIVE

You've got the CDTV, you've got the keyboard and floppy disk drive - for a total computer solution all that's needed is an ultra-fast hard disk drive.

The CDTV-HD unit boasts a massive 65Mb of hard disk storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.



**CALCULUS
PRICE**

£349.99

AMIGA CDTV

CDTV unit complete with infra-red remote control, Hutchinsons Encyclopaedia, Lemmings and Welcome Disk CD-ROM's.

£399.99

PHONE 0543 251275... FOR YOUR LOCAL STORE... PHONE 0543 251275...



AMIGA A600



WILD, WEIRD & WICKED



FREE AT HOME SERVICE

The latest in Commodore's legendary Amiga packs, the Wild, Weird and Wicked starter pack contains lots of wacky goodies. Built around the latest Amiga A600, with 8 amazing software titles we've included (totally free of charge!) the 'Zapsac' Amiga carry case and for total street cred. — a 'Zappo' T-Shirt — mega crucial gear.

PACK CONTAINS

- Amiga A600 single drive
- Built in TV Modulator
- 1Mb memory
- Push Over
- Silly Putty
- Grand Prix
- Deluxe Paint III
- Mouse and Manuals

FREE SOFTWARE

AWARD WINNERS PACK

- Space Ace worth £45.93
- Kickoff 2 worth £25.53
- Pipemania worth £25.53
- Populous worth £25.53

£122.52 FREE

RRP £494.49

CALCULUS PRICE

£349.99

Includes Award Winners ZAPSAC & T-SHIRT

EPIC PACK



Epic pack, Epic software, legendary computer, another stunning Amiga pack from Commodore. Epic, Rome and Myth software titles set the flavour of this pack, with Trivial Pursuits Language Lab edition (in three languages), Deluxe Paint III (for amazing computer graphics) and the Amiga Text wordpro' providing the creative/educational element. Add to that an Amiga with a built in 20Mb Hard Disk and you've got a fabulous Amiga package deal. For even greater value we've included the Award Winners software pack, crucial 'Zapsac' Amiga carry case and zippy 'Zappo' T-Shirt.

PACK CONTAINS:

- Amiga A600HD (20Mb Hard Disk)
- Built in TV Modulator
- Mouse and Manuals
- 1Mb Memory
- EPIC, Rome, Myth, Trivial Pursuits (language lab edition), Amiga Text, Deluxe Paint III.

FREE SOFTWARE

AWARD WINNERS PACK

- Space Ace worth £45.93
- Kickoff 2 worth £25.53
- Pipemania worth £25.53
- Populous worth £25.53

£122.52 FREE

Includes Award Winners ZAPSAC & T-SHIRT

RRP £644.49

CALCULUS PRICE

£499.99

Free



ZAPSAC

ZAPPO T-SHIRT



AWARD WINNERS PACK

FREE ONLY WITH THE AMIGA A600 — EPIC AND WILD, WEIRD & WICKED PACKS

NEW CONCEPT STORES

3 new Calculus stores open in October designed to be the ultimate Commodore Centres. From A3000 systems running 24-bit graphics to the best of Calculus deals a visit could change your life. Calculus Northwich, Cheshire & Burton-on-Trent, Staffs. CALL OUR DATABASE FOR OPENING DETAILS.

ALL CALCULUS OFFERS ARE FOR THE MONTH OF PUBLICATION ONLY

A600 SMARTCARD MEMORY

Just arrived in the UK, the first of a whole new generation of peripherals to use the A600's advanced technology.

A neat credit card size module it simply slips into the slot on the side of your Amiga and instantly you have 2Mb of additional FASTRAM. Watch out 601 you are prehistory!



CALCULUS PRICE

2Mb card

£129.99

CALCULUS PRICE

4Mb card

£199.99

CALCULUS

COMPUTER STORES

YOUR LOCAL STORE... PHONE 0543 251275... FOR YOUR LOCAL STORE... P



AMIGA



AMIGA 1500 STARTER PACK



FREE AMIGA VISION
WORTH £90 WITH
EACH AMIGA 1500



- **AMIGA 1500 'CALCULUS' STARTER PACK** Amiga 1500 Dual Drive, 1Mb RAM Mouse, Manuals and Amiga DOS.
- **THE WORKS - PLATINUM EDITION** A full integrated software package with Word Processor (inc. English Dictionary) Spreadsheet and Database Package.
- **DELUXE PAINT III** Probably the best paint package available, allowing you to display your hidden talents. This award winning software allows you to paint, design or animate.
- **HOME ACCOUNTS** Home accounts with budgeting, forecasting and graphics.
- **ELF** - You will encounter Cornelius the Elf on your travels in the mystical lands of Gooks and Goblins. Weird villainous creatures and devious puzzles test your gameplay techniques and gnostic powers.
- **TOKI** - The arcade sensation that swept the world. Toki has been transformed into a monkey by the evil wizard. He must now try to regain his manhood and rescue his beloved princess Miho. Join Toki on his mythical adventure, full of demons and deadly witchcraft.
- **PUZZNIC** - A puzzle game to top them all. It's fast, furious and devilishly addictive. With 144 levels, the action never stops.

SAVE £30
JUST PRESENT
THIS ADVERT
WITH PURCHASE

PREVIOUS
CALCULUS PRICE
£529.99

SPECIAL OFFER
£499.99

AMIGA 1500 BUNDLES

AMIGA 1500 HARD DISK PACK

Take an Amiga 1500 Starter Pack, add a Quantum 52Mb Hard Disk and be able to run all the best Amiga games and business software.

CALCULUS
PRICE

£799.99

AMIGA 1500 HARD DISK/PRINTER PACK

Add a Panasonic KX-P2180 Quiet Colour Printer to our 1500 Hard Disk Pack and enter the world of Amiga Desktop Publishing and colour graphic printing, wordprocessing and much, much more.

FREE AMIGA VISION
WORTH £90 WITH
EACH AMIGA 1500

CALCULUS
PRICE

£969.99

PANASONIC KX-P2180



The new Panasonic KX-P2180 9 pin quiet colour printer. Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX-P2180 is typically 15dBA quieter in operation, than the competition.

- **Fast Printing Speeds** 192CPS Draft and 38 CPS NLQ
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 45-48dBA sound level (most matrix printers are typically in excess of 60dBA)
- **6 Resident Fonts** Over 6,100 type styles using Courier, Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **3 Paper Paths** Paper handling from bottom, top and rear for total flexibility
- **1 Year Warranty** For total peace of mind

CALCULUS
PRICE

£199.99

PANASONIC KX-P2123



The new high performance Panasonic KX-P2123 24 pin. Quiet colour printer offers leading edge quiet printing technology at an affordable price.

- **Fast Printing Speeds** 192 CPS draft, 64 CPS LQ and 32 CP SLQ.
- **Colour Printing** 7 colour palette (blue, red, green, yellow, violet, magenta and black)
- **QuietPrinting** Super quiet 43.5-46kBA sound level (most matrix printers are typically in excess of 60dBA)
- **7 Resident Fonts** Over 152,000 type styles using Super LQ, Courier Prestige, Bold PS, Roman, Script and Sans Serif Fonts
- **24 PIN Diamond Printhead** High performance and high quality output
- **1 Year Warranty** for total peace of mind.

CALCULUS
PRICE

£229.99

COMMODORE 25Mhz 386SX PC



COMMODORE 25Mhz 386SX PC SOUND & VISION SYSTEM

THE POWER

- ▶ 80386SX Processor running at 25Mhz (switchable to 8Mhz)
- ▶ 5 1/4" Drive Bay Free
- ▶ 40Mb Quantum fast access IDE Hard Disk
- ▶ 1Mb system RAM
- ▶ 3.5" 1.44Mb floppy drive
- ▶ 16 Bit VGA graphics adaptor
- ▶ 256K Video RAM (Exp. to 512K)
- ▶ MS DOS 5. Operating system
- ▶ 14" VGA Colour Monitor (SVGA Monitor also available at an additional cost.)

THE SECURITY

- The Commodore 25Mhz 386SX PC is covered with 12 Month on-site service for peace of mind.

THE PLAYER

- Adlib Sound Card and Stereo Speakers
- Games: Pit Fighter, Super Space Invaders, Hard Drivin II, Mig 29, Trivial Pursuits, Escape from the Planet of the Robot Monsters, Castle Master, Wing Commander

THE BUSINESS

- Windows 3.1 ● Framework XE
- Commodore PC Mouse (inc Software Driver)
- User Friendly Menu System
- Secretary Bird Office Manager



CALCULUS PRICE

£749.00 Ex VAT

FREE



FRAMEWORK XE
THE LATEST
ENTRY LEVEL
EXECUTIVE
EDITION

RRP inc.VAT
£149.99

FREE

Adlib Sound Card	£89.99
Stereo Speakers	£25.00
5 Games Pack	£39.99
Wing Commander	£34.99
Pit Fighter	£29.99
Super Space Invaders	£24.99
Secretary Bird	£39.99
TOTAL PRICE (inc.VAT)	£304.94



Add a Commodore MPS 1230 Printer at the special pack price of

£129.99 inc.VAT

SAVE £40.00

VISIT
YOUR LOCAL
CALCULUS
STORE FOR
A FREE
DEMONSTRATION

OVER ONE HUNDRED
AND FIFTY STORES
THROUGHOUT
THE U.K.
FOR MORE
INFORMATION AND
THE LOCATION
OF YOUR LOCAL
CALCULUS STORE
PHONE

**0543
251275**

COMPUTER DATABASE
OF CALCULUS STORES

ITEMS HELD IN STOCK MAY
VARY FROM STORE TO STORE

CALCULUS
COMPUTER STORES

AS PART OF OUR POLICY OF CONTINUAL PRODUCT DEVELOPMENT AND REFINEMENT, WE RESERVE THE RIGHT TO CHANGE SPECIFICATIONS OF PRODUCTS
ADVERTISED. PLEASE CONFIRM CURRENT SPECIFICATION AT THE TIME OF ORDERING. PRICES VALID FOR MONTH OF PUBLICATION ONLY.

YOUR LOCAL STORE... PHONE **0543 251275**... FOR YOUR LOCAL STORE... PH

The Digita range...

Home Accounts2®

An advanced version of Home Accounts, which is limited only by the capacity of your computer. Sophisticated reporting with graphics, and special options such as VAT and loan calculation facilities. Equally suitable for businesses, clubs and charities (ST and Amiga) **£54.99**



Home Accounts

Ideal for home users who want a simple low-cost way to plan and manage home finances. **£29.99**

DGCalc

This fast, simple spreadsheet includes many advanced features, including a windowing facility, so that you can look at different parts of the spreadsheet at the same time. **£39.99**



Mailshot Plus

If you ever need to send out mailings or print labels, this program is for you. Animated labels appear on-screen as a continuous sheet, allowing you to scroll backwards and forwards. You can search, sort and detect duplicate labels, print side by side and much more. **£49.99**

DGBase

If you're looking for fast access to information, and the ability to create customised reports, then this relational database is for you (ST). **£49.99**



Day-By-Day

An excellent way to get organised. You'll be reminded of birthdays, meetings and appointments. It includes month/week/day planners and automatic reminders of overdue events. **£29.99**

Personal Tax Planner

Plan your own tax with ease. This simple program will calculate your income tax liability, allowing you to perform instant 'what-if' calculations and produce pertinent facts about your tax position. A professional version is also available for accountants and financial advisers. **£49.99**



E-Type

Transform your computer into a typewriter. Because text is printed instantly, you can line up your form, press return and space a few times to move to the correct place, and then start typing. Ideal for filling in forms and envelopes. **£39.99**

System 3

A suite of programs which perform all the basic functions for a small business. They may be used independently or integrated and include Cashflow Controller, Stock Control and Invoicing and Statements. **£59.99**



System 3e

Like System 3, but with extended capacity for customer accounts and stock items. **£79.99**



Cashbook Controller

Take the drudgery out of book keeping as this program will replace your cash and petty cash books. In addition to recording cash, bank and VAT transactions, you can enter credit sales and purchases, and for all these entries the program will automatically complete double entry routines, to ensure your records are always in balance. **£59.99**

Final Accounts

Using the information created with Cashbook Controller, this program will produce a complete set of accounts, including Trial Balance, Trading and Profit and Loss Account, Balance Sheet, as well as useful accounting ratios. **£39.99**



Cashbook Combo

A money-saving combination pack containing Cashbook Controller and Final Accounts. **£79.99**



Wordworth®

The graphical nature of Wordworth makes producing documents faster and easier. With the enhanced printing fonts, Collins Spelling Checker and Thesaurus, no other word processor comes close (Amiga). **£129.99**

The Digita range is available for Commodore Amiga, Atari ST and IBM PC unless stated otherwise, and every program comes with a seven day money-back guarantee.

The only way to really appreciate Digita software is to use it. Phone 0395 270273 for more information, or write to Digita, FREEPOST, Exmouth EX8 2YZ. All prices include VAT, postage and packaging.

DIGITA
INTERNATIONAL
software that's right

The Digita range is available to the trade through Columbus, Gen, HB Marketing, IBL, Lazer, Leisuresoft, Precision and SDL.

Our review policy

Amiga Format has been voted 'magazine most influencing buying decisions' by dealers in trade magazine *Computer Trade Weekly* for three years running. That's because they know our reviews are the most trustworthy: what we say, you seem to agree with.

Simply enough, that's because a) we know what we're talking about, and b) we're honest. We know what you want, because we're Amiga enthusiasts ourselves. And because we're Amiga experts, we test everything to the full and see how it performs.

If something is let down by poor features, if it's difficult to use or if it's overpriced, we'll tell you. But on the other hand, if it's well worth the price or does something amazing we'll make you aware of that – and look out for the **Amiga Format Gold** award which distinguishes a truly excellent product, one that really stands out from the crowd.

How the Rating System works

SPEED (marked out of 5) ●●●●●

Tremendously important for both hardware and software: there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●

Although there are some packages that are so simple that no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●

The target for all good software should be powerful but simple: this rating assesses how easy it is to get to grips with the item.

FEATURES (out of 5) ●●●●●

Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●

A pretty important rating, this one: if a package does everything you could wish for, it's no use to you unless you can afford to buy it.



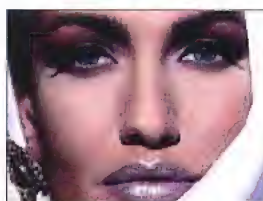
The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality, but with price taken into account, so that you know what kind of a deal you get.

Let's get serious!

Welcome once more to the part of the magazine in which we review the latest in creative software, utilities and hardware. Reviews editor **Neil Jackson** is your host, and this month we've got some of the most exciting releases we've seen in a very long while...

Graphics

VIDI-12



The two types of sampling, sound sampling and video digitising, are going through a revolution at the moment, with 8-bit resolution about to be ousted by higher resolutions for greater quality. Rombo's Vidi has always been fun, but this 12-bit version promises to deliver real quality as well. See how well the latest Rombo offering stacks up...

Page 188

Hardware

CDTV HD



Can CDTV be taken seriously as a proper Amiga computer? Well, with the price now down to £399 it's getting more competitive – and now that Calculus can fit this CD-driven Amiga 500 with an IDE internal hard drive, it begins to look like quite a realistic proposition...

Page 197

Printers

RICOH LASER AND HP PAINTJET



If you read our round-up of printers in Issue 40 you'll know that we tried to test all the printers commonly advertised in the Amiga market. (If you're thinking of buying a printer, you ought to read it – back issues are available on Page 262). But here are a couple of printers that slipped through the net that time: an extraordinarily cheap laser printer and an old stalwart of the graphics scene...

Page 200

Printers

TRUE PRINT/24



So you've got a colour printer and you want to print out your graphics creations in their full glory, but your printer never seems to do the images justice. What do you do? Well, don't bin the printer! Try this exciting new print utility which promises to give you 24-bit true colour...

Page 201

Graphics

OPALVISION

We've all heard about the amazing Video Toaster which has revolutionised desktop video in the United States. Now at long last, there's a 24-bit system that can do the same using the European PAL video standard:

so find out why graphics editor Brian Larkman calls it "the best thing since sliced bread... no, better than sliced bread!"

Page 178

Word processing

WORDWORTH 2

Now accepted as one of the most popular graphics word processors or 'word publishers' in the United Kingdom, *Wordworth* is British-made and enjoys some of

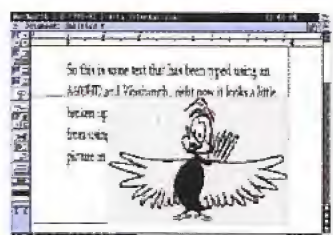
the best customer support there is. All of which makes the release of its first major update quite an event in the world of the Amiga.

Wordworth 2 features full support for Agfa-Compugraphic scalable fonts and new layout facilities...

Page 184



so find out why graphics editor Brian Larkman calls it "the best thing since sliced bread... no, better than sliced bread!"



the best customer support there is. All of which makes the release of its first major update quite an event in the world of the Amiga.

Wordworth 2 features full support for Agfa-Compugraphic scalable fonts and new layout facilities...

Page 184

In one mighty bound, Amiga graphics software has caught up with the Apple Mac's. Painter, PixelPaint and PhotoShop had better beware as **Brian Larkman** contracts...

OpalVision

True Colour art package ■ £800

Opal Tech & Centaur Development

MOST ARTISTS AND illustrators working with computer graphics have a wish list of requirements from a painting system: things like real-world behaviour of material; chalk that seems chalky; watercolour that looks wet; an airbrush that makes feather-light clouds of colour rather than coarse splatters of dots; and textured surfaces to give depth and feel to their works. Combine that with masses of excellent image-processing effects, multiple stencils, plus a decent visual retrieval and archiving system for pictures and brushes, and you have a lot of very happy graphic artists. Amazingly, OpalVision – a new 24-bit card and paint package – has arrived almost unannounced with all of these features and more. And in the process it leaps far ahead of every other Amiga art offering.

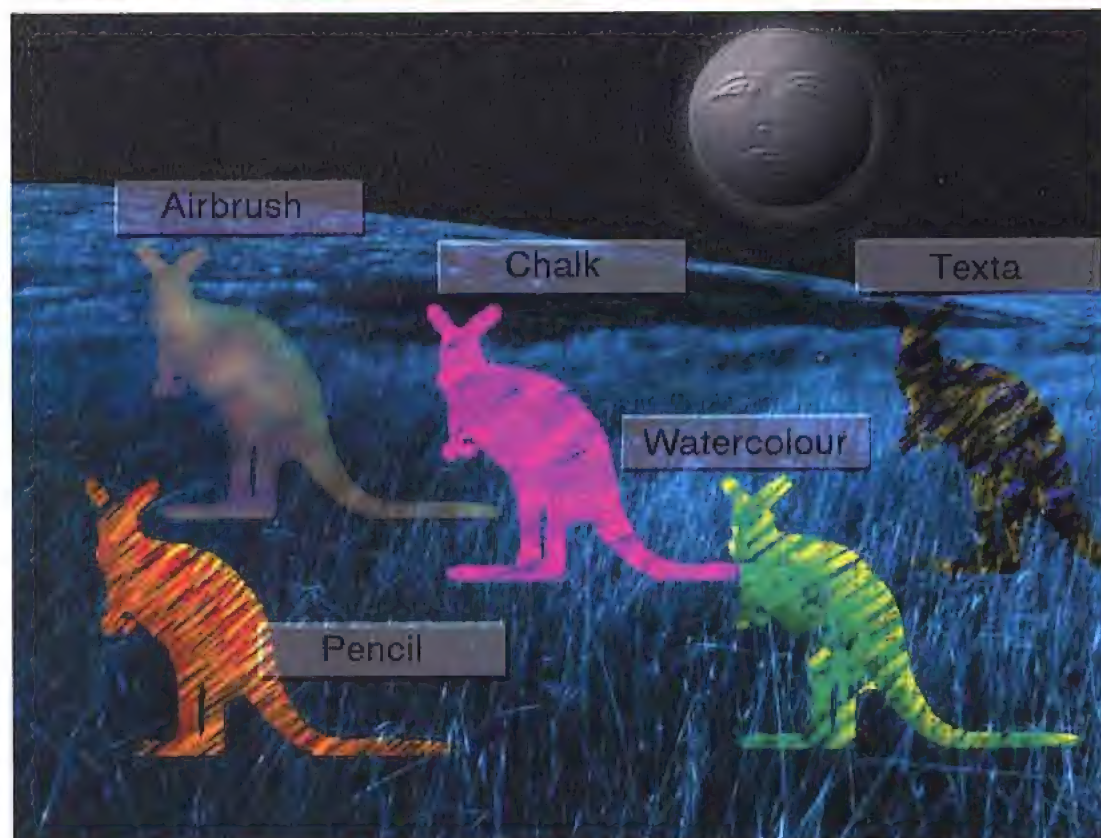
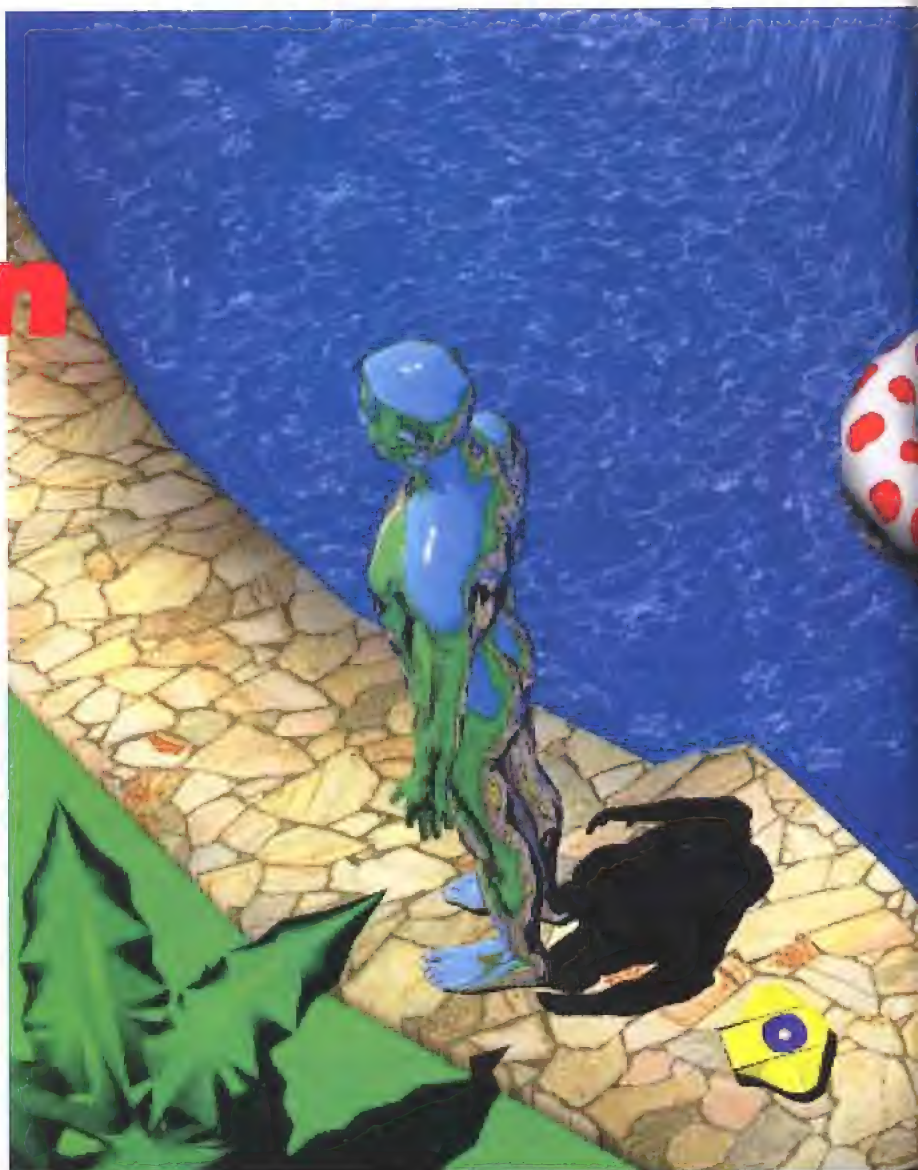
The OpalVision hardware comprises a 24-bit frame-buffer and display card with 1.5Mb of its own display RAM and the means to switch freely between Amiga and OpalVision graphics. It has a maximum resolution of 768x576 pixels in PAL and can animate in 24- and 15-bit low- and medium-resolution modes. (*Deluxe Paint IV*-style animation is promised for early next year with the bundled *OpalPaint 2* painting software.) See the panel at the bottom of Page 180 for more on OpalVision's hardware features.

The Amiga setup used to review the board and software is a 25MHz 3000 and, to be honest, even this is a little slow for some of the Artist Material effects, especially when used with the excellent Wacom Tablet (from £599, Computers Unlimited 081-200 8282), a pressure-sensitive input device that replaces the mouse and is nothing short of miraculous when used with paint programs. This is possibly the first Amiga package to fully support the Wacom and I hope it's the first of many.

If hardware specifications leave you cold, don't worry because the software side of things won't. *OpalPresents* is a good 24-bit 'slide-show' program with an easy-to-use interface and a good range of wipes. The utility *OpalHotkey* enables 24-bit images and Amiga standard graphics to work together. Full 24-bit images can be used as backgrounds and – with the use of priority stencils – as foreground images as well. But far more important than any of these extras is the paint

Feast your eyes on this – a ray-traced image rendered with the OpalVision card. Such astounding results make this new system the art package to be reckoned with.

All manner of interesting 'art' effects can be managed, making it the ideal tool for artists seeking the feel of traditional media.





Drawings like this, while looking as though they could have been created freehand by a pencil-wielding sketch merchant, can be rendered with style in *OpalPaint*.



And guess where *OpalVision* comes from. Well it ain't Milton Keynes. Interestingly enough, Australia uses PAL rather than the American NTSC standard, which is good news for us and for opaline art packages.



This marsupial masterpiece shows off how objects, including kangaroos, can be pasted into a background without unsightly lines appearing – an effect possible with the package's anti-aliasing facility.



And here the Sydney University coxed four demonstrate that the Oxford/Cambridge bash is for wimps, all in glorious true colour.

nify, grid, text, custom-brush cutter, palette control and standard brushes, plus an innovation for the Amiga, though familiar to Macintosh *PhotoShop* users, the Magic Wand (which I'll describe later).

In the third row is a series of named buttons for selecting filling operations, extras, drawing modes, three custom brushes that you might have cut, plus toggles for stencil, texture, anti-aliasing, transparency and an Alpha Channel – a means by which you can select an object from a picture without having to laboriously draw around it.

Almost all of the buttons and toggles – almost every tool in the menu bar in fact – will yield a further menu if double- or right-button clicked. Many of them use a standard file requester that gives 24-bit 'thumbnail' versions of pictures, brushes and palettes. Hopefully, more 24-bit developers will support this system, which is almost essential for graphic artists who tend to remember images far better than names. Some of the dialogs include a preview box to try out an effect – but not the Draw Modes. A great pity.

All of this just describes the nuts and bolts – the first layer of the program that every digital artist would expect. Behind these tools lies the real power. To understand the strength of *OpalPaint* it's useful to examine the structure of the program as explained by its programmers in the excellent manual.

Each time you make a mark on the screen, the program works its way down a hierarchy of 'operators' based on the parameters you have set up. This might be: which tool?, which nozzle?, texture?, stencil?, drawing mode?, global transparency? and, finally, draw pixel – in that order.

Some of these operators are obvious, but most need a little explanation. Surface texture, for example, is provided from two sources, 'brush' texture and 'paper' texture. Brush texture is a type of rub-through effect. Any custom brush can be tiled behind the current screen and when the Texture button is toggled on, every drawing tool reveals a part of this instead of painting with its own colour. Tools using transparency are especially effective with this, producing a mix of normal colour and texture. Paper texture is a more natural effect, similar to working with traditional materials on to an absorbent surface – coarse paper, canvas, hessian and the like. Used in conjunction with the Artists Materials – chalk, watercolour, pencil, texta, airbrush – the effect is remarkably realistic, especially with the Wacom pressure-sensitive tablet.

Two stencil methods are used: area and colour. Area stencils are set up by painting over the area to be stencilled using any of the painting tools. All painted areas are then excluded from painting by a 'mask'. The mask can have areas added or removed later so that traditional airbrush 'friskets' can be used.

Colour stencils are similar to those used in *Deluxe Paint* except for the way colours are specified. All areas of the particular colour are excluded from all paint operations while the Stencil toggle is selected. Colour selection is

Continued overleaf

program included in the bundle, which goes by the name of *OpalPaint*.

OpalPaint is strikingly slick and professional for an Amiga program; a real pleasure to use from the moment you boot it. The interface is a clean, familiar layout across the bottom of the screen, reminiscent of NewTek's *DigiPaint*. Three horizontal bands of tools provide access to every function with left- or right-button mouse clicks, avoiding time-consuming menus. The layout is ergonomically designed – often-used tools are closest to the working area and less frequently used controls and toggles are furthest. The dangerous tools, Undo, Clear and Quit, are well away from other functions and situated behind the dialog and co-ords window.

On the first band a set of 20 paint pots provides colour and can be exchanged with 13 other sets in memory, or swapped with named palettes on disk, each with its own preview in the load requester. Any pot can be replaced with a named colour from a huge list that you can add to. Colour mixing is via the usual sliders – neatly arranged – or in the excellent mixing area. Just choosing a colour is an education in itself.

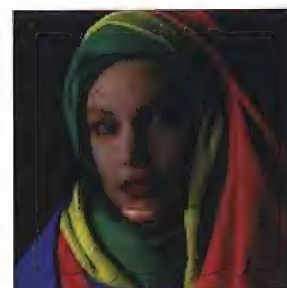
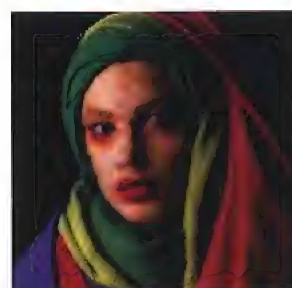
The band below the paint pots has the usual 'iconified' tools: line, polygon, fill, mag-

Drawing Modes



A range of image-processing functions can be applied using any of the drawing tools.

Many common processes are built in and controlled by a slider. Spare buttons enable 'plug-ins' to be added. Some of those provided are extremely useful, like 'smear-in' which is remarkably similar to smearing oil paint or pastels. Here are some effects (right) applied to an original picture (left). Going clockwise from the top left we have greyscale, emboss, oil, hessian texture, smear and change of hue.



very powerful and uses a 'tolerance' technique that is also used for fill, Magic Wand, and brush 'pickup'.

Tolerance Ranges are set up for all of these tools with a set of hue, saturation, and value sliders. These are set to percentage values of tolerance on either side of the colour of a selected pixel. Clicking the Flood Fill tool in an area of colour will then fill not just the exact colour but all those within the range. Painting a texture into a scanned blue sky (with a transition of blues from top to bottom, for example) will change all shades of blue, but not the white clouds if the colour stencil values are correct.

The drawing modes are a range of image-processing functions that can be applied using

**OPALVISION is
Available from
Calculus
0543 251275**

the drawing tools. Many of the common processes – add, subtract, negative, shade, posterise, gamma, sharpen, smooth, smear, tint, colourise and so forth – are available built-in and most are controlled by a percentage slider. Four spare buttons enable third-party 'plug-ins', or loadable modes, to be selected from disk.

There are many more tools and effects in *OpalPaint* than can be described in this review, but the real beauty of the software is that it is so intuitive to use. It's almost perfectly tuned to the needs of an artist, illustrator or designer, unlike most Mac, or indeed most Amiga graphics and paint software. A number of other developers are beginning to support

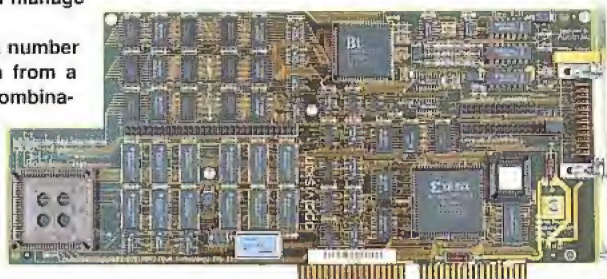
the Opal board. *Aladdin* (formerly *Draw4DPro*), *Caligari*, *PlayMation* and *Real 3D* can all use it, and *ADPro* will soon have a compatible saver module. At present a few features are not quite finished – Alpha Channel, Magic Wand, ARexx and virtual memory, for example – but should be around by the time you read this.

Without the extra modules, what makes the OpalVision package special is *OpalPaint*. It is undoubtedly the finest, most professional paint program to arrive for the Amiga and has at one bound caught up with the very best software the Macintosh has to offer and set a new, much higher standard than other Amiga packages would do well to emulate. This could be the start of something big.

OPALVISION – A BUFFER THAT'S NO DUFFER

The OpalVision hardware in its current version comes on a standard-sized card which plugs into the video slot of an A3000 or similar. The good news for anyone who thinks 'Well, that's me out of it, then' is that this amazing piece of kit is to be developed as a stand-alone, plug-in gadget to hang off the outside of an A500 in the fashion of the 'pseudo true-colour' boxes HAM-E and DCTV. The hardware itself is essentially a true-colour 24-bit framebuffer, so you might think it's just the excellent software – oh, and the comparatively low price – that makes this set-up stand out from the crowd of 24-bit framebuffers we've seen appear over the last year or two. But there is a lot more on the way, if OpalTech manage to achieve their plans.

As it stands, the hardware allows for a number of plug-in extras that turn the OpalVision from a simple framebuffer-plus-paint package combination, into a full-blown digital effects and editing suite for video. A genlock and frame-grabber, a production switcher (to control a number of video ins and outs), a 'roaster' chip (for real-time effects) and a scan rate converter are all promised. Which basically means NewTek may as well not bother with a PAL version of their famous Video Toaster...



OpalVision hardware just slips into an Amiga 3000 video slot.

OpalVision

SPEED

● ● ● ●
The more acceleration that you have the better because it's slow even on a 3000.

DOCUMENTATION

● ● ● ● ●
Very good. Lots of illustrations and headings. Separate reference and tutorial manuals.

ACCESSIBILITY

● ● ● ● ●
Brilliant, intuitive interface. Complex functions take some practice.

FEATURES

● ● ● ● ●
By far the best featured paint system that is available on the Amiga.

VALUE

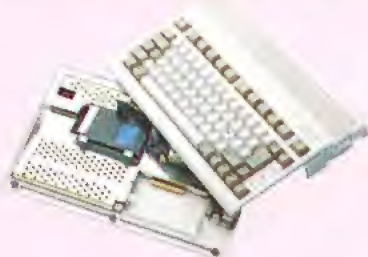
● ● ● ● ●
Very good value for what is such an ambitious graphics package.



96%

AMIGA SUPER VALUE PACKS

A600FD STANDARD FEATURES



- ★ ON SITE MAINTENANCE
- ★ 1MB RAM
- ★ 1MB DISK DRIVE
- ★ BUILT IN TV MODULATOR
- ★ 4096 COLOURS
- ★ SPEECH SYNTHESIS
- ★ MULTI-TASKING
- ★ 4 CHANNEL DIGITAL STEREO SOUND
- ★ MOUSE
- ★ WORKBENCH DISKS
- ★ COMPREHENSIVE MANUALS
- ★ ALL CONNECTING CABLES

WANT 2MEG OF RAM?

UPGRADE YOUR A600 TO A MASSIVE
2MB OF RAM FOR ONLY

£39.95

WHEN YOU ORDER YOUR A600
(Normal RRP £59.95)

WANT AN A500 PLUS V.2?

LOOK AT PAGE 3
UNDER SPECIAL PURCHASE

A600FD BAD INFLUENCE PACK

A600FD COMPUTER AS PER STANDARD SPECIFICATION

PLUS ASTRA TEN GAME PACK	PLUS BAD INFLUENCE GAMES	PLUS ACCESSORY PACK
Datastorm.....19.95	WWF WRESTLING ..£29.99	2 MICROSWITCH JOYSTICKS ..£25.98
Dungeon Quest.....19.95	A must for wrestlemania fans	Not one but two quality joysticks
E-Motion19.95	FINAL FIGHT£29.99	TAILOR MADE DUSTCOVER ..£12.99
Grand Monster Sam ...19.95	Arcade martial arts at its best!	Essential protection
RVF Honda24.95	PITFIGHTER.....£29.99	HIGH QUALITY MOUSEPAD ..£7.99
Driving Force24.99	Ringside fighting action	Keeps your mouse squeaky clean
Pipemania24.99	<i>This super value pack retails for over £650, but is available to you for only</i>	
Rock 'n' Roll19.99		
Skweek19.99		
Tower Of Babel.....19.99		

£299.99

A600FD GAMESMASTER PACK

Incorporating Commodore's 'THE WILD, THE WEIRD AND THE WICKED' A600FD COMPUTER PLUS ALL ITEMS LISTED IN 'BAD INFLUENCE' PACK

PLUS WILD, WEIRD & WICKED	PLUS SPORTSTARS PACK	PLUS BASIC PACK
DELUXE PAINT III£49.99	KICK OFF£29.99	GFA BASIC£49.99
Essential painting package	The original and greatest football game	Essential for Basic programming
GRAND PRIX£34.99	PRO TENNIS TOUR ..£29.99	PRECISION DISKS£12.99
The best racing simulation ever!	Stunning gameplay & effects	Ten branded disks to get you going
PUSHOVER£29.99	GFL GOLF£29.99	40 CAPACITY DISK BOX.....£9.99
Infuriatingly addictive puzzle game	Play a round in the comfort of home	Essential for storage
PUTTY£29.99	<i>This super value pack retails for over £950, but is available to you for only</i>	
Brand new release from System3		

£349.99

A600HD EPIC/LANGUAGE LAB PACK

A600HD as standard with 20Mb Hard Disk built in PLUS ALL ITEMS LISTED IN 'BAD INFLUENCE' PACK

PLUS EPIC/LANGUAGE PACK	PLUS BASIC PACK	PLUS PAINT PACK
TRIVIAL PURSUIT...£39.99	GFA BASIC£49.99	PHOTON PAINT 2 ...£89.95
Super 3 language version	Essential for Basic programming	One of the most
EPIC.....£29.99	PRECISION DISKS.....£12.99	comprehensive paint
Space shoot-em-up	Ten branded blank disks	packages on the market.
ROME.....£29.99	40 CAPACITY DISK BOX ..£9.99	
Millenium classic	Essential for storage	
MYTH£29.99	<i>This super value pack retails for over £1140, but is avail- able to you for only</i>	
Arcade adventure		

£499.99

MEGA STORE

Future World

MEGA STORE



Upgrades to programs don't usually produce a great deal of excitement, so just what is so special about this new version that **Tim Smith** has to spend two pages examining it. Find out...

Wordworth 2

Document Processor ■ £129.99 ■ Digita

WITHOUT SOUNDING DELIBERATELY jingoistic about this, it is good to see a product of the obvious calibre of *Wordworth* coming out of the United Kingdom. This aside, it is time for a dispassionate look at what is essentially merely an upgrade to an existing word processing (or document processing, or word publishing) tool for the Amiga.

Back in 1991 (Issue 24 to be exact) when Pat reviewed the original *Wordworth*, he was impressed – he gave it 82 per cent – but he did have a few qualms. First off, he mentioned that *Wordworth* was slow, that it could not make use of PostScript printers, and that it was limited in its choice of fonts. So we'll be looking to see if these have been improved upon.

However, Pat also pointed out that Digita's Human Interface Protocol (HIP) software interface was extremely easy both to learn and to use. So we'll be looking to see whether or not this simplicity has suffered at the expense of the new additions.

First of all, Digita have already stated that *Wordworth 2* is compatible with the new Amiga 1200 and 4000 machines, as well as the standard 600. Having tested it on the 4000 and the 600 (as well as an A500 and a Plus), it does look as if the program will give the vast majority of Amiga users no trouble at all.

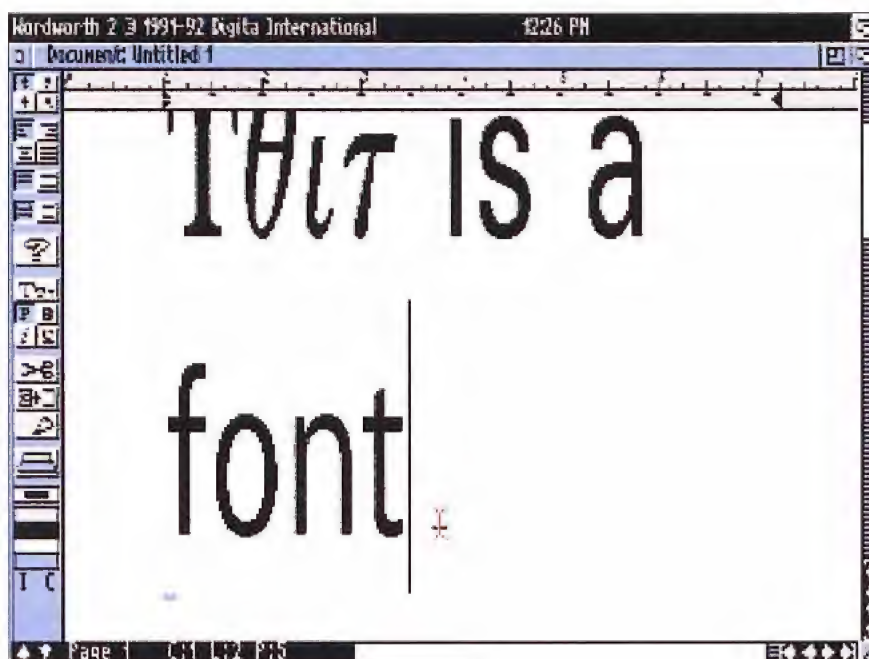
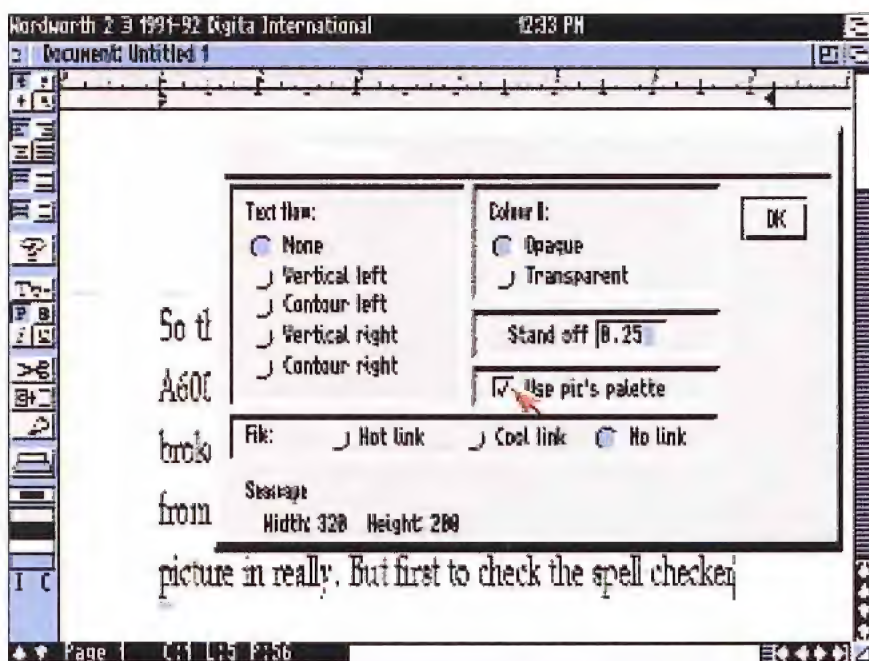
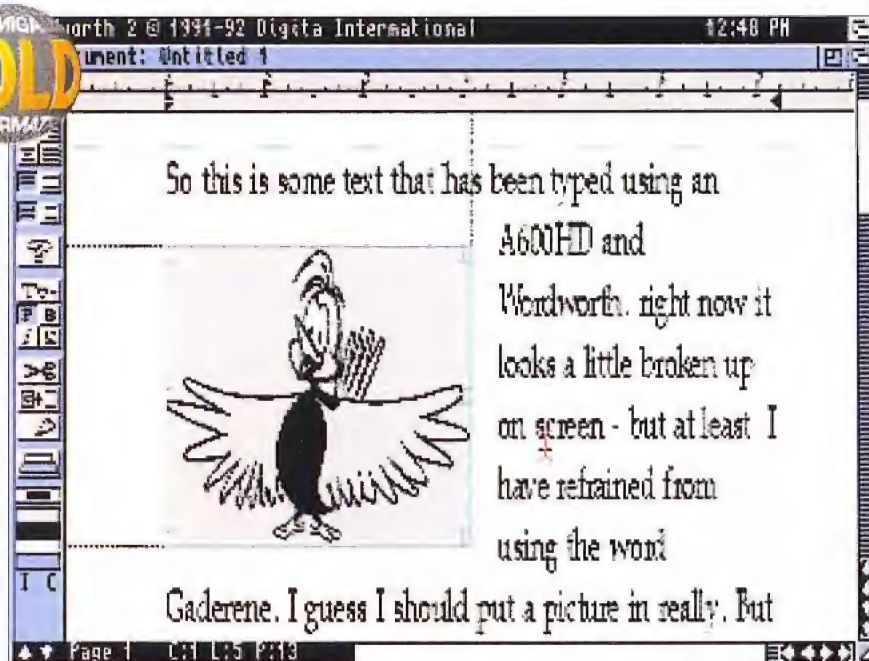
Running the software on a hard-diskless A600 proves to be pointless. Mainly because there is such a lot going on beneath the surface of the reconstructed *Wordworth*, any machine without a hard disk is going to have problems. Everything from access to the thesaurus and dictionary to graphics manipulation (the limited amount there is of this, but *Wordworth* never set itself up to be a desktop publisher) is a big draw on the machine's capabilities. If, however, you are prepared to use *Wordworth* as a straight word processor, without too much bother about the graphics until you are able to upgrade, then the software clips along just about acceptably.

Moving on to the A600HD, and things begin to look up some. Using the software on a 4000 or 3000 is no problem at all. For a start, the hard disk installation process is a piece of cake. It is simply a case of having to swap disks for about 10 minutes: once you get this bit of tedium over and done with then – bingo! – you have a brand new drawer that's packed with fonts, program and even a document drawer. The only problem with this in the review copy is that the sample docu-

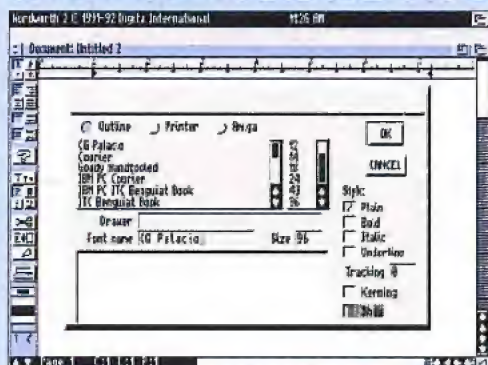
Owners of early *Wordworth* versions will notice that the sidebar has changed to include more operations. Happily this has been achieved without too much clutter.

Importing graphics is a simple, painless process as is resizing and deleting them. Also the number of different file formats that you can use has been increased by three.

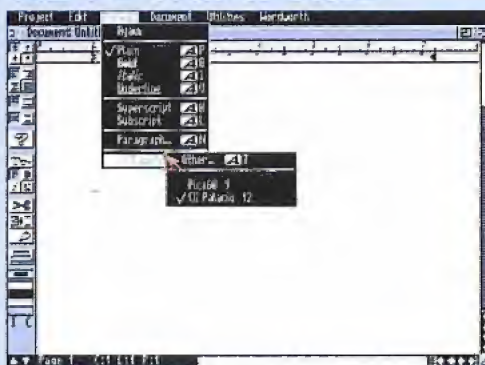
Another major feature is the inclusion of the Agfa Intellifont system of outline typefaces. The ones you see here are displayed at 96 point. They can also appear in 8 point and sizes inbetween.



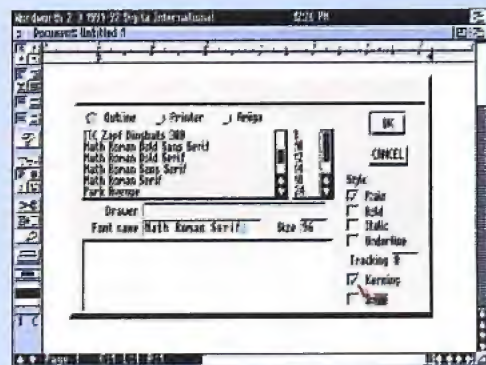
SHOWING A BRAVE TYPEFACE TO THE WORLD



This cleanly laid-out dialogue presents you with all the choices you need to make the best use of your fonts.



From the main working screen, all you have to do is pull-down the menu or click on the line of TTs on the left bar.



There are several outline typefaces included with Wordworth. All can be used in different weights.

When the chaps from Digita first started telling us about their new little baby, they were particularly keen to point out that they have been able to tie-up with photo/computer giants, Agfa, on their Intellifont outline font technology. To the majority of users out there, this will mean next to nothing: until, that is, you find out that using this (and the supplied fonts) opens up entire new areas of typography to you.

The Intellifont system basically means that you can use fonts from a tiny four points to a massive 800 points (that's nearly 11 usable inches of 'GOTCHA!' – consider that even the most OTT of tabloid headlines normally comes in at under 150 points and you'll get the idea). Of course you would need a large amount of free memory to get the maximum size of typeface, you'll need

even more if you want to manipulate the text once it's on the page. To give you some idea, I have used an A600HD with a standard 1Mb of RAM and I have been able to use up to 96 point text, albeit at a snail's pace. Switching to the A4000 changes the state of play as you would expect, and the whole process becomes far more reasonable.

The entire point to the Agfa Intellifont system is that you can play around with various typefaces to your heart's content and with no discernable loss of quality on screen.

With Agfa's undoubted good reputation and track record backing up this you can expect more fonts to emerge over the next few months. A good idea, and a good application of a good idea all round.

ments have not been installed on to the hard drive. The people at Digita, however, assure us that this is being addressed.

Once installed on the hard disk it is ready for the off. Booting into the main screen, there are a couple of changes to the appearance (you will see most of these from the pictures but they do deserve a small mention).

The top menu bar remains the same; it's only when you look at the tool bar down the side that you realise that for at least once, life can be easier. Where the older version of Wordworth gave you tab controls, line-spacing, Help, Undo, Again, font usage, column usage, insert and overwrite, the new system includes all of these but adds button controls for cutting and pasting, buttons for bolding, italicising, underlining and plain text, and a printer control button.

All of the control buttons are decently spaced from each other and are easy to get at. Basically this means if you wanted to bash out some words, do a little cutting, a little pasting, alter a font here and there before printing the damned thing, you would never have to go near the menus (why they didn't add a Save icon on the Tool bar is a question to ponder).

Happily, Digita have not gone for the glamour angle by concentrating on the graphics side of Wordworth. Sure you can place pictures, create text flows, resize the images, and you can do all this with the greatest of ease, but that really is all.

No, what the company has gone for instead are improved word processing utilities. For example the mailmerge option has been thought through and has been improved to include various new commands which make the normally tedious process of mail merging that little bit less painful.

Also added to the system (and about time too, yells anyone who has even contemplated

writing a reference work, a thesis or even a good cookbook for home use) is an indexing utility. This also includes the ability to produce a table of contents. Believe me, this is incredibly useful.

These are all true word processing improvements, not frills or rip-off excuses to wring a little more money out of the market. Equally when you see that the dictionary has been upped from a meagre 144,000 words to a beefy 827,000 words, that you can now import PCX, EPS, and BMP graphic file formats, and that you can print in up to 32 columns, the once interesting Wordworth becomes the now significantly more powerful Wordworth.

Running this program on an A4000, in high resolution, with 2Mb of RAM, importing graphics and scaling and rescaling fonts is really a painless experience (as you would expect). The ease of use that has been built into the system (and is reflected by the fact that deleting a graphic element is simply a case of double-clicking on it and then clicking the Delete button) makes an already good program pick up a few gears to become an excellent program.

If Digita could produce a cut-down version for the A600 (keep the intellifont system, lose the mailmerge) or do as Microsoft do and give you the choice of what elements you want to

WORDWORTH
£129.99 from
Digita International
0395 270273

Upgrade for
Wordworth users
£49.99

Word processor
exchange deal
£59.99

1.5Mb required
Hard disk
installable

install, then we could have a brilliant all-Amiga product. As it is you need 1.5Mb and a hard disk to get the most out of this system. Happily you can have nearly any printer you like from a Star dot-matrix through to an Apple LaserWriter.

I wouldn't suggest that anyone without a hard disk would get the most out of Wordworth (have you tried using an 827,000-word thesaurus from floppy disk – *woooo* it's slow), you should stick with something like *Protext* and forget the graphics. The question of the 1.5Mb recommended memory limit does more than suggest that Digita are not aiming this high-class piece of software at A500/Plus/600 users anyway. However, it would be a shame to distance the less-than-power-user from a program of this quality. So, if you have dual floppies or an HD machine, you will be on a winner with Wordworth, and a RAM upgrade is good idea anyway. ☺

A MEG OR NOT A MEG

Digita recommend that you have a minimum of 1.5Mb to run Wordworth, and I can certainly see why. The price of £129 also points in the direction of A1200 and upwards users. However, I was using the program on an A600HD with 1Mb on-board. Although the speed left something to be desired, and the screen updates on re-scaled outline fonts were a pain, the software was still useable. Digita's recommendation should be taken seriously if you are looking for speed of use. But there is no reason why an A600 user who is looking to upgrade RAM in the near future should not be happy using the program in the interim.

Wordworth 2

SPEED

● ● ● ● ●
An improvement on the earlier version, font and picture updating are slow on floppy systems.

DOCUMENTATION

● ● ● ● ●
We haven't seen the new manual yet, but the last one was excellent.

ACCESSIBILITY

● ● ● ● ●
Couldn't be easier. Everything from installation to picture manipulation is simple.

FEATURES

● ● ● ● ●
With the new Intellifont system combined with improved dictionary and thesaurus it's grand.

VALUE

● ● ● ● ●
Digita have addressed the problems, from printing to speed, which were levelled at Wordworth.



21%

COMPUTAWORLD



LATEST AMIGA 600 PACK

Amiga 600 - The Wild, the Weird and the Wicked

- Amiga 600 Computer
- Deluxe Paint III (Electronic Arts)
- Grand Prix (Microprose)
- Putty (System 3)
- Pushover (Ocean)

£319.95

Please telephone for price. Includes free 12 month warranty. Free next day delivery

DESCRIPTION

The new super compact Amiga 600 featuring:

- Smart new compact design with built-in TV modulator
- 1Mb chip RAM memory expandable to 2Mb chip RAM with 601, total memory capacity 10Mb RAM
- Industry standard smart card interface PCMCIA interface for memory and peripheral upgrades
- Integrated industry standard IDE (AT) interface, with optional 2.5" 20Mb hard drive
- New Workbench 2 with Kickstart 2.05 ROM
- 12 months on-site warranty for total peace of mind

Amiga A600

£279.00

LATEST A600HD EPIC/LANGUAGE LAB

- Amiga 600 Computer with 20Mb Hard disk
- Trivial Pursuit - 3 language version (Domark)
- Epic (Ocean)
- Rome (Millennium)
- Myth (System 3)

£459.95

Please telephone for price. Includes free 12 month warranty. Free next day delivery

DESCRIPTION

The Amiga A1500 Pack

The NEW Commodore Amiga 1500 Pack features a 7.14MHz 68000 processor with 1Mb RAM as standard (expandable to 41Mb via expansion cards). It includes two 880K 3.5" floppy disk drives and can support PC emulation by an XT/AT bridgeboard or ATonce Plus. The Amiga 1500 contains 3 co-processors (Denise, Agnus, Paula) to enhance sound, graphics and animation. It also includes 9 internal expansion slots. Interfaces include: Parallel - Centronics, Serial - RS232, Video - RGB Analogue, RGB

Digital and mono Composite, Right and Left Audio, 2 x Mouse/Joystick controller ports and an external drive port. It also includes a multi-tasking WIMP operating system, a colour palette of 4096 colours, high quality stereo sound with 4 channels and 9 octaves and text to voice synthesis. This package does not include a hard drive and is available with or without a monitor.



Amiga A1500



Amiga 1500 Starter Pack

Monitor not included

£499.00

Amiga 1500

As shown with 1084 Stereo Colour Monitor

£698.00

FREE

TURBO CHALLENGE WITH PHILIPS MONITOR



DESCRIPTION

Philips 8833 MKII 14" Colour Monitor

- 0.42mm Dot Pitch
- Analogue and RGB Inputs
- Controls for: Volume, Brightness, Contrast, Green Switch, Horizontal Shift, On/Off
- FREE Amiga cable included

Philips Monitor

Inc FREE next day delivery

£199.00



DESCRIPTION

Commodore 1084S 14" Stereo Colour Monitor

- 0.42mm Dot Pitch
- Analogue, RGB, Digital RGB & Composite Video Inputs
- Controls for: Centring, Height, Contrast, Brightness, Colour, Volume, On/Off
- Amiga Cables Supplied

Commodore Monitor

Inc FREE next day delivery

£199.00

SALES HOTLINE Telephone 0253 291919 (6 Lines)

**PLEASE NOTE FREE NEXT DAY DELIVERY ON
ALL PRODUCTS SHOWN (UK MAINLAND)**

SATURDAY DELIVERY ADD £10

ALL PRICES INCLUDE VAT

We are not just another mail order company here for the busy period – we are here all year, and you are welcome to call and see us when you are in Blackpool



Sega Megadrive

UK spec, with

FREE £14.99

converter to play all
import games and
includes FREE
Sonic the Hedgehog
● FREE next day delivery

£129.99

**ALL OUR
ADVERTISED
PRODUCTS
ARE UK SPEC,
NO GREY
IMPORTS**

Official UK Super Nintendo

£129.99

includes FREE
Super Marioworld
● FREE next day delivery



Sega Gamegear

includes
Sonic the
Hedgehog game
● FREE next
day delivery

£125.99

*Prices and spec subject to
change without notice, check
when ordering. E&OE*



STAR PRINTERS

LC 20 Mono.....	£139.00
LC100 Colour.....	£170.00
LC200 Colour.....	£190.00
LC24-200 Mono.....	£218.00
LC24-200 Colour.....	£275.00
SG 48 Ink Jet.....	£226.00
Telephone for any other Star printer price	

HOW TO ORDER

COMPUTAWORLD

Tel 0253 291919

1 By Phone

FREE next working day delivery on all items shown and for credit card orders over £200 placed before 3pm (UK mainland only).
Saturday delivery add £10.00



2 By Post

Send a cheque/postal order with your order made payable to
"Computaworld Ltd" and post to:

**Computaworld Ltd
174 Church Street
Blackpool
Lancs FY1 3PS**

3 Visit Our Shop

Our computer and games centre is situated in Blackpool town centre, where we would be pleased to see you. We are open six days a week, Monday to Saturday from 9am to 6pm.

In addition to computer hardware we stock a full range of computer and games console software including Amiga, Atari, Sega and Nintendo.

Remember, when you buy from Computaworld you receive:

- Lowest Prices ●
- Full after sales service and advice ●
- Free next day delivery ●
- Fully inclusive, no hidden extra prices ●

Product	Price
Total	
Name.....	
Address.....	
Postcode.....	

COMPUTAWORLD

Tel 0253 291919

Fax 0253 23005



Rombo add to their Vidi range with everything you need to grab, edit and animate video images in one tidy package. With extracts from his video collection here's

Jason Holborn...

Vidi-12 includes everything you need to grab, edit and even animate digitised frames in one tidy box.



Even grabbing from pre-recorded video tape produces some pretty impressive images.

Based on the look and feel of Workbench 2, Vidi comes complete with two versions – one for 1.3 users and another, altogether tidier version, for 2-based Amigas. You're presented with a tidy window containing all the digitising options. The main three, though, are 'Grab' (for grabbing frames), 'Edit' (for tidying up those grabbed frames) and 'Carousel' (a sort of mini animation sequencer).

The number of digitising options is impressive. Vidi can grab full-colour images in a variety of formats including the usual low and high res modes with a variety of different colour combinations, including HAM and Extra HalfBrite. Owners of Black Belt's HAM-E will be pleased to learn Vidi-12 also provides direct support for its 256 and 262,000 colour modes. HAM-E support may seem puzzling considering that Black Belt have now stopped producing HAM-E, but rumour has it that much of Black Belt's technology made its way across into Commodore's new 'AGA' chip set. If this is true, Vidi-12 is truly a digitiser equipped with the future in mind.

Grabbing mono images is completed in a single video frame (1/50th of a second), so you

Vidi-Amiga-12

Colour video digitiser ■ £99 ■ Rombo Productions

THERE'S NO SHORTAGE of digitisers available for the Amiga, ranging from basic units such as Datel's Video Digitiser 2, to 24-bit grabbers such as V-Lab. Getting a decent digitiser that can grab full-colour images from standard video tape is a little trickier, though, simply because of the complexities involved in decoding a colour composite signal. The units that are available to the average user either require the use of red, green and blue coloured filters (and a mono video camera) or a separate RGB splitter and a high-quality video source.

Rombo certainly upset the digitising apple cart when they released their original Vidi-Amiga video digitiser. For little more than £100, high-quality real-time video digitising was within the reach of the average user. Now, three years on from the release of the original Vidi, Rombo have done it again with the release of Vidi-12, a full-colour video digitiser that can capture colour images from just about any video source without the need for a separate RGB splitter.

There's very little difference between Vidi-12 and Rombo's existing Vidi/Vidi-RGB combination (until now sold as the Complete Colour Solution bundle comprising the Vidi-Amiga digitiser and a separate RGB splitter). Unlike that spaghetti-infested system, though, Vidi-12 includes everything you need to grab, edit and even animate digitised frames in one tidy box. The digitiser unit connects to the Amiga via the parallel port. Trailing out of the casing is an extra lead that must be connected to the disk drive port to enable the Vidi software to control the operations of the digitiser unit.

Most of the image controls that were built into the original Vidi hardware have now been removed in favour of a completely software-based system. Surprisingly, though, there's still a very small potentiometer (or as the pros

would say, a 'pot') built into the side of the Vidi hardware which enables you to control the brightness of the incoming signal. Digitising from both a colour video camera and a Panasonic video recorder, I've found that the default brightness setting is far too low – the first thing you'll probably want to do is to turn this right up as far as it will go.

One very nice addition to Vidi-12 is the ability to feed not only a standard composite signal to the digitiser, but (for those of you who are lucky enough to own such a thing) a full colour Super VHS (S-VHS) signal. Although S-VHS is still bit of a stranger to most of us, it's becoming increasingly popular simply because of its higher resolution. Although 99% of Amiga users probably won't be able to use this facility, I'm sure digitising experts will be pleased to see it's there.

Another major advantage of Vidi-12 is the quality of its control software which is definitely a vast improvement over the original's rather unfriendly (and rather drab) front end.

VIDI-AMIGA 12 is available from Rombo Productions 0506 414631

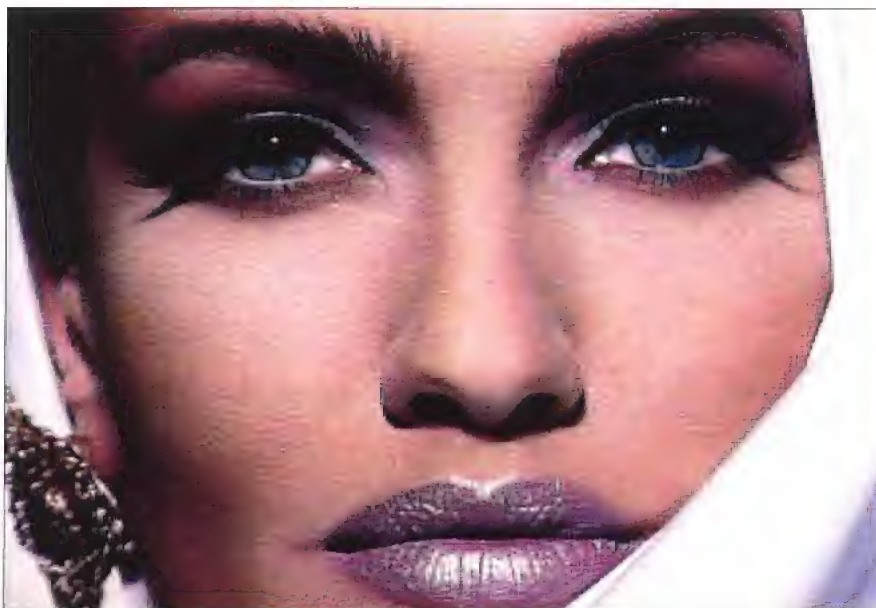
The Vidi-12 software uses the now standard look and feel of Workbench 2.04.



FIVE TOP TIPS TO BETT

1 If you're grabbing images from a pre-recorded video tape, then try to freeze the tape when the subject is not moving. If you attempt to freeze a fast-moving sequence from a feature film, the video may have trouble producing a stable image. Static frames also produce images with far greater detail.

2 Although colour video cameras are much easier to work with, mono video cameras generally provide a far higher resolution and greater contrast. If image quality is paramount to you, then you may well want to resort to coloured filters. Although Vidi-12 does come with a built-in RGB splitter, it can also be used in conjunction with a mono video camera and coloured filters.



With a decent video camera and the right lighting, the quality of grabbed images is very high indeed.

can grab frames from a moving video source. Colour grabbing requires a stable, paused image because three video fields must be grabbed – one red, one green and one blue. These separations combine to produce a full-colour image using the 'Mix' option. The quality of grabbed images is good, especially when a 'live' video source is taken from video camera, but you do need a high-quality video recorder to grab decent colour frames from video tape. Even with a decent VCR, though, HAM pictures suffer from 'HAM fringing'.

If your digitised images don't come up to scratch, then you can perform various image-manipulation functions with Vidi-12's built-in image-processing tools. While these won't replace a dedicated image-processing program such as ASDG's *Art Department Pro*, they provide a quick and simple method of carrying out some of the more common operations such as edge detection, blurring and solarisation. It would have been nice to be able to remove the awful HAM fringing, but there you go.

Like the original Vidi, it is also capable of animating a series of grabbed frames. From

the digitising screen select 'Grab continuous' and the frames are streamed into Vidi's frame-store ready to be animated. Frames are set into motion by selecting 'Carousel' from the main menu. This brings up a window containing a horizontal strip of miniaturised representations of the frames held in memory. Animation is controlled using a set of VCR-like controls at the bottom of the Carousel window – you can fast forward and rewind through your frames and then play them forwards and backwards. If you like the animation, you can even save it out in standard IFF ANIM format for further editing in a dedicated animation program.

Considering its price, Vidi-12 is the best value full-colour video digitiser on the market. Although the quality of colour digitised images could be better, they're far from awful. Rombo should do something to prevent the HAM fringing effect many digitised frames suffer from. If this could be achieved, then image quality would be improved and Vidi-12 would not only be the best budget digitiser, but it could even give expensive digitisers like JCL's ColourPic something to worry about. ☺

DIGITISING

3 Always use a decent cable to connect your video digitiser to your camera or VCR. If you use sub-standard leads, 'line noise' can be introduced.

4 If you're digitising a 'live' subject using a video camera, it needs to be well lit. Don't use standard bulbs though – these can cause a 'redding' effect. Take a trip down to your local art supplies shop and treat yourself to a set of 'daylight bulbs'. These blue-coloured bulbs produce a more natural light.

5 Don't turn the colour saturation up too high. Although the image may actually look great on your camera, it will come out rather blurred and washed out once digitised.

Vidi-Amiga 12

SPEED	● ● ● ● ●
Although Vidi-12 cannot grab colour frames in real time, it still runs rings around Digi-View.	
DOCUMENTATION	● ●
Absolutely lousy! Some of the Vidi-12 functions aren't even documented! But...	
ACCESSIBILITY	● ● ● ● ●
...Vidi-12 is so easy to use that you don't even need the manual to get started.	
FEATURES	● ● ● ● ●
Vidi-12 is absolutely packed to the gunnels with useful functions.	
VALUE	● ● ● ● ●
£99 for a full-colour digitiser is phenomenally good value for money.	

88%

KCS Power PC Board

**600 VERSION
Now Available**

**PC Emulation
on your Amiga**

About...

The KCS Power PC is a complete 11MHz 1Mb PC sub-system that can be fitted to any Amiga in minutes.

Based around NEC's highly successful V30 CPU, the Power PC Board offers a very high degree of compatibility at machine language level, yet runs faster than an equivalent Intel 8086.

The 1Mb of Autoconfig™ memory can be accessed by all current Amiga models including the A500 Plus. Even the original A500 can access 512K as a standard expansion with clock; plus a 512K RAM disk.

Adored by critics and users alike, the KCS Power PC Board is a real alternative to buying a complete PC clone.

Installation

The KCS Power PC Board fits to any Amiga in minutes:

- On A500 and A500 Plus machines it simply slides into the trapdoor expansion and doesn't invalidate your warranty!

- On bigger Amigas, such as the 1500/2000/2500/3000, it drops into a vacant Amiga slot using the custom designed adaptor board.

- Once fitted, your Amiga can be switched into PC mode simply by clicking an icon. Just reset and it's an Amiga again.

No fuss, no hassle. Just two machines in the space of one.

Video

- Supports the majority of EGA and VGA modes in 16 glorious colours and monochrome - graphics up to 640 x 480 and text too. Interface is required for some modes but a software flicker fixer is built in.

- Other video modes include MDA and CGA text and graphics. Also supports Tandy colour graphics adaptor and Hercules monochrome.

- EGA and VGA graphics can be displayed on a domestic TV or monitor. Unlike real PCs, no extra hardware is required.

Disk

- Up to four Amiga drives can be connected to your system and accessed in PC modes as 3.5" 720K or 5.25" 360K. Typical disk access is at least twice as fast as most real PC clones!

- DOS can be started from any mounted drive 5.25" or 3.5" and most Amiga hard drives.

- Supports most popular hard disks including GVP Impact, Supra and A590 (Omni and SCSI).

- A massive 200K ramdrive (up to 8Mb with expansion) is available in PC mode and it's PC-reset proof too.

Memory

- Even with a base Amiga 704K is free for DOS programs (640K in EGA and VGA modes).

- EMS (expanded memory) is supported allowing you to run Microsoft Windows without problems and store massive files in Lotus 1-2-3. So, if you have 8Mb on board, the PC can use it.

- XMS (extended memory) is supported even though this is not usually possible on NEC V30 machines.

Speed

Its Landmark speed puts it way ahead of many true PC systems - it even compares favourably with many AT clones.

However, the crux of the matter lies with the video speed; and this, as many critics have noted is where the KCS Power PC Board scores over all others. It's no use having a wizz-bang processor if the screen takes several seconds to redraw itself.

- Tests in text modes have shown it is several times faster than even AT clones with dedicated video hardware. Even in graphics modes, it's no slouch although the emulation is limited by Amiga hardware.

- Add a processor accelerator card, and the 32-bit clean KCS cache software will use it to its full advantage.

Mouse

- Automatic serial mouse emulation is supplied as standard - using your existing Amiga rodent.

- Mouse can be configured as COM1 or COM2.

**NOW AVAILABLE
The KCS Power
PC Board for the
A600**

**COMING SOON
KCS high density
Amiga Twin floppy
drive**

Joystick

- Up to two sticks can be employed at any time. You decide how they are arranged.

Printer

- Your Amiga's parallel port accessed as LPT1 in PC mode.

Serial

- DOS usually supports two serial ports, but one is taken by the Amiga mouse. The Amiga's serial can be set as COM1 or COM2 as desired, ie for MODEM etc. up to 19200 baud full-duplex.

Sound

- PC sound is supported, but there's an additional volume control available in software.

Works on...

- All Amigas (except the A1000) fitted with Kickstart 1.2 and Workbench 1.2 or higher.

- Extra memory is not required, but full use will be made of extra hardware, like accelerator flicker fixers, modems etc.

"PC emulation is a contentious issue - but the KCS Power PC Board is the only one to carry my personal recommendation. It is an excellent product that does all it claims and does it well." - comments Mark Smiddy, co-author of *Mastering AmigaDOS 2*.

PRICE

Including on-board memory. £195.00 incl. VAT/Carr.

Adaptor for 1500/2000/3000 - £74.95 incl. VAT/Carr.

(DOS Extra - enquire for current price)

Available from your local computer shop (if they haven't got it - Ask them why not!). Or direct from Bitcon Devices

BDL

BITCON DEVICES LTD.

88 BEWICK ROAD, GATESHEAD, TYNE & WEAR, NE8 1RS ENGLAND

TEL: (091) 490 1919, HELPLINE (091) 490 0202

FAX: (091) 490 1918

Compatibility is excellent but no-one can guarantee every single program available, therefore if your purchase depends on a particular program, please ask us first or send in a copy of the program. (With suitable S.A.E. if to be returned). Due to currency fluctuation, price subject to change without notice.

Wholly developed and produced in the Netherlands

Some of our importers worldwide:

Australia: HPD (Tel) 08 349 8466. Kaotic (Tel) 03 879 7093. Spain: Discover Inf. (Tel) 957 47 89 38. Sweden: Delikatess-Data (Tel) 31-300580. Docado (Tel) 40-497480. Canary: Customs Chipx (Tel) 928 271064. Denmark: Betafon (Tel) 31 31 02 73. Portugal: Softclub (Tel) 01 3528452. Ireland: Computer City/Dublin 745250. New Zealand: Pazac (Tel) 054-82940. All trade enquiries welcome. UK and Overseas (PAL only).

CITIZEN

PRINTERS

WITH
2 YEAR
WARRANTYNEW
MODELS**FREE!**
STARTER KITALL YOU NEED TO GET STARTED
WITH YOUR NEW CITIZEN PRINTER

- 2 Metre Parallel Printer Cable
- 3 1/2" Disk - Driver for Windows 3
- 3 1/2" Disk - Amiga & ST Drivers
- 200 Sheets of Continuous Paper
- 100 Continuous Address Labels
- 5 Continuous Envelopes

WORTH £29.38

WITH EVERY
CITIZEN DOT MATRIX
PRINTER FROM SILICA
or £19.38 (£10 off RRP) to purchase.

**PLUS! FREE**
AMIGA PRINT MANAGERFor faster printing from your Amiga, with clearer
images and more vibrant colours. Available free
of charge (on request) when you buy a Swift 9,
200 or 240 printer

Features include:
• Improved Image Smoothing
• Gamma/Colour Correction
• Image Scaling
• Colour Separation
• Reduces/eliminates Banding (inc VAT - see text)
or for £13.10 (£1 off RRP) to purchase (ASC 4572)

**WORTH
£14.10**

BUDGET 9 PIN PRINTER**144 CPS 80 COLUMN**

- Citizen 120D+ - 9 pin
- 144cps Draft, 30cps NLQ
- 4K Printer Buffer + 2 Fonts
- Parallel or Serial Interface
- Graphics Resolution: 240 x 240dpi
- Epson and IBM Emulation
- Pull tractor & bottom feed
- FREE Silica Printer Starter Kit

£115

+VAT= £135.13 ref: PRI 2120

RRP £199
SILICA STARTER KIT £25
TOTAL VALUE: £224
SAVING: £109
SILICA PRICE: £115

The Citizen 120D printer comes supplied with a parallel
interface as standard. If you require a serial interface instead,
please state ref: PRI 2125 when placing your order with Silica.**9 PIN PRINTERS****300 CPS 80 COLUMN**

- Citizen Prodott 9 - 9 pin - 80 column
- 300cps Draft, 60cps NLQ
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Epson and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP £189
COLOUR KIT £41
STARTER KIT £25
TOTAL VALUE: £255
SAVING: £76
SILICA PRICE: £179

£179

+VAT= £210.33 ref: PRI 2319

**192 CPS 80 COLUMN**

- Citizen Swift 9 - 9 pin - 80 column
- 192cps Draft, 48cps NLQ
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Epson and IBM Emulation
- FREE Colour Kit
- FREE Silica Printer Starter Kit

RRP £339
COLOUR KIT £36
STARTER KIT £25
TOTAL VALUE: £399
SAVING: £133
SILICA PRICE: £169

£169

+VAT= £198.58 ref: PRI 2209

**192 CPS 136 COLUMN**

- Citizen Swift 9x - 9 pin - 136 column
- 192cps Draft, 48cps NLQ
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240 x 240dpi
- Epson and IBM Emulation
- Colour Option Available
- FREE Silica Printer Starter Kit

RRP £329
STARTER KIT £25
TOTAL VALUE: £354
SAVING: £155
SILICA PRICE: £199

£199

+VAT= £233.83 ref: PRI 2303

24 PIN PRINTER**300 CPS 80 COLUMN**

- Citizen Swift 240/240C - 24 pin - 80 column
- 300cps SD (15cpi), 240 cps Draft, 60cps LQ
- 8K Printer Buffer - 40K maximum
- 9 LQ Fonts + 2 Scalable Fonts (8-40pts)
- 1 x Font Cartridge Slot - for plug in 'Style' Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Epson, IBM, NEC P20 & CEL Emulations
- Quarter Printing Facility
- Auto Set Facility - Bi-directional I/F
- Emulation Detection
- Command View IV Front Control Panel
- Ultra Quiet Mode - 44.5 dB(A)
- Colour Printing Standard - Swift 240C
- Colour Printing Optional - Swift 240
- FREE Silica Printer Starter Kit

RRP £329
STARTER KIT £25
TOTAL VALUE: £354
SAVING: £155
SILICA PRICE: £199

£199

+VAT= £233.83 ref: PRI 2303

**NEW! SWIFT 2
SERIES****SWIFT 240M**
MONO PRINTER
(COLOUR OPTION AVAILABLE)**SWIFT 240C**
COLOUR PRINTER**SWIFT 240 MONO**

RRP £329
STARTER KIT £25
TOTAL VALUE: £354
SAVING: £155
SILICA PRICE: £199

£239

+VAT= £280.83 ref: PRI 2306

SWIFT 240C COLOUR

RRP £369
STARTER KIT £25
TOTAL VALUE: £394
SAVING: £135
SILICA PRICE: £259

+VAT= £304.33 ref: PRI 2371

24 PIN PRINTERS**270 CPS 80 COLUMN**

- Citizen Swift 200 - 24 pin - 80 column
- 270cps SD (15cpi), 216 cps Draft, 72cps LQ
- 8K Printer Buffer - 40K maximum
- Parallel Interface
- Graphics Resolution: 360 x 360 dpi
- Epson, IBM, & NEC P20 Emulations
- Quarter Printing and Auto Set Facility
- Ultra Quiet Mode - 44.5 dB(A)
- Colour Option Available
- FREE Silica Printer Starter Kit

RRP £389
SILICA STARTER KIT £25
TOTAL VALUE: £414
SAVING: £115
SILICA PRICE: £179

£179

+VAT= £210.33 ref: PRI 2480

**192 CPS 136 COLUMN**

- Citizen Swift 24x - 24 pin - 136 column
- 192cps Draft, 64cps NLQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM and NEC P6 Emulation
- Colour Option Available
- FREE Silica Printer Starter Kit

RRP £489
SILICA STARTER KIT £25
TOTAL VALUE: £514
SAVING: £215
SILICA PRICE: £299

£299

+VAT= £351.33 ref: PRI 2574

INKJET PRINTER**360 CPS 80 COLUMN**

- Citizen Project - inkjet - 80 column
- 360cps Draft, 120cps NLQ
- 50 Nozzle Head - Whisper Quiet 47dB(A)
- 8K Printer Buffer + 3 Fonts
- Optional HP Compatible Font cards
- Parallel Interface
- Graphics Resolution: 300x300dpi
- HP Deskjet plus emulation

RRP £489
TOTAL VALUE: £489
SAVING: £151
SILICA PRICE: £345

£345

+VAT= £405.38 ref: PRI 2090

NOTEBOOK PRINTER**64 CPS 80 COLUMN**

- Citizen PN48 Notebook Printer
- Non-impact Printing on Plain Paper
- 53cps LQ - 4K Buffer + 2 Fonts
- Rear and Bottom Paper Loading
- Parallel Interface
- Graphics Resolution: 360 x 360dpi
- Epson, IBM, NEC P6 & Citizen Emulation
- Powered From Mains, Battery or Car Adaptor

RRP £325
TOTAL VALUE: £325
SAVING: £126
SILICA PRICE: £199

+VAT= £233.83 ref: PRI 2100

ACCESSORIES

SHEET FEEDERS	ORIGINAL RIBBONS
PRA 1200 1200 £71.38	PRA 3200 1200 Swift 8 Black £2.51
PRA 1215 1240/2245 Swift 924 £88.70	PRA 3245 1240 Swift 9 Black £7.15
PRA 1228 1240/2245 Swift 924 £42.00	PRA 3254 1240 Swift 24 Black £4.75
	PRA 3255 1240 Swift 24 Colour £4.25
	PRA 3248 1240 Swift 24 Colour £3.51
	PRA 3249 1240 Swift 24 Colour £3.51
	PRA 3250 1240 Swift 24 Colour £3.51
	PRA 3251 1240 Swift 24 Colour £3.51
	PRA 3252 1240 Swift 24 Colour £3.51
	PRA 3253 1240 Swift 24 Colour £3.51
	PRA 3254 1240 Swift 24 Colour £3.51
	PRA 3255 1240 Swift 24 Colour £3.51
	PRA 3256 1240 Swift 24 Colour £3.51
	PRA 3257 1240 Swift 24 Colour £3.51
	PRA 3258 1240 Swift 24 Colour £3.51
	PRA 3259 1240 Swift 24 Colour £3.51
	PRA 3260 1240 Swift 24 Colour £3.51
	PRA 3261 1240 Swift 24 Colour £3.51
	PRA 3262 1240 Swift 24 Colour £3.51
	PRA 3263 1240 Swift 24 Colour £3.51
	PRA 3264 1240 Swift 24 Colour £3.51
	PRA 3265 1240 Swift 24 Colour £3.51
	PRA 3266 1240 Swift 24 Colour £3.51
	PRA 3267 1240 Swift 24 Colour £3.51
	PRA 3268 1240 Swift 24 Colour £3.51
	PRA 3269 1240 Swift 24 Colour £3.51
	PRA 3270 1240 Swift 24 Colour £3.51
	PRA 3271 1240 Swift 24 Colour £3.51
	PRA 3272 1240 Swift 24 Colour £3.51
	PRA 3273 1240 Swift 24 Colour £3.51
	PRA 3274 1240 Swift 24 Colour £3.51
	PRA 3275 1240 Swift 24 Colour £3.51
	PRA 3276 1240 Swift 24 Colour £3.51
	PRA 3277 1240 Swift 24 Colour £3.51
	PRA 3278 1240 Swift 24 Colour £3.51
	PRA 3279 1240 Swift 24 Colour £3.51
	PRA 3280 1240 Swift 24 Colour £3.51
	PRA 3281 1240 Swift 24 Colour £3.51
	PRA 3282 1240 Swift 24 Colour £3.51
	PRA 3283 1240 Swift 24 Colour £3.51
	PRA 3284 1240 Swift 24 Colour £3.51
	PRA 3285 1240 Swift 24 Colour £3.51
	PRA 3286 1240 Swift 24 Colour £3.51
	PRA 3287 1240 Swift 24 Colour £3.51
	PRA 3288 1240 Swift 24 Colour £3.51
	PRA 3289 1240 Swift 24 Colour £3.51
	PRA 3290 1240 Swift 24 Colour £3.51
	PRA 3291 1240 Swift 24 Colour £3.51
	PRA 3292 1240 Swift 24 Colour £3.51
	PRA 3293 1240 Swift 24 Colour £3.51
	PRA 3294 1240 Swift 24 Colour £3.51
	PRA 3295 1240 Swift 24 Colour £3.51
	PRA 3296 1240 Swift 24 Colour £3.51
	PRA 3297 1240 Swift 24 Colour £3.51
	PRA 3298 1240 Swift 24 Colour £3.51
	PRA 3299 1240 Swift 24 Colour £3.51
	PRA 3300 1240 Swift 24 Colour £3.51

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

Accessories prices inc. VAT & delivery

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-308 0888.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and accessories, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111**SILICA
SYSTEMS**

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX No Late Night Opening	Tel: 081-309 1111 Fax No: 081-308 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening	52 Tottenham Court Road, London, W1P 0BA No Late Night Opening	Tel: 071-580 4000 Fax No: 071-323 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night: Thursday - 8pm	Sellridges (1st floor), Oxford Street, London, W1A 1AB Late Night: Thursday - 8pm	Tel: 071-629 1234 Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Late Night: Friday - 7pm	Tel: 081-302 8811 Fax No: 081-309 9017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening	Keddies (2nd floor), High Street, Southend-on-Sea, Essex, SS1 1LA No Late Night Opening	Tel: 0702 462426 Fax No: 0702 462363

To: Silica Systems, AMFOR-1292-55, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE CITIZEN RANGE

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

.....

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own? 55K

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information

Basic
Amiga 600
\$268.95
or \$459.95 with an 8833

NEW PROMOTION
8833 Mk II Monitor Genuine UK
Model Now with Turbo Challenge II
Promotion. Only **£199** inc VAT



CLEARANCE SALE
EX DEMO A590's **£199**
EX DEMO A500's **£199**

We would like to thank you for your constant support because even in a recession it has allowed us to grow yet again.
NOW OPEN IN SLOUGH

DIAMOND

COMPUTER SYSTEMS LTD

NOW OPEN IN SLOUGH : 0628 604555 :

REMEMBER, BUYING THROUGH DIAMOND YOU KNOW YOUR SAFE, WE'LL STILL BE HERE NEXT WEEK

1Mb RAM **PACK** **1Mb RAM**

THE FANTASTIC ASTRA PACK
AMIGA 600
With 10 Top Games
& GFA Basic,
Asterix, Chess Player 2150, Drivin' Force,
Live & Let Die, Onslaught, Pipe Mania,
Rick Dangerous, Rock 'N' Roll, Skyweek,
Trivial Pursuit
only \$299 inc vat
Or with 8833 Mk II Monitor
+Turbo Challenge II Promotion +lead
only \$489.95 inc vat
WITH FREE HOME MAINTENANCE
Free Deluxe Paint III + game
while stocks Last
Add \$49.95 for 1Mb extra RAM
we cannot be beaten
on price

LIMITED STOCK

1Mb RAM **PACK** **1Mb RAM**

Captain Diamond's upgraded A600
packs using superb 2.5" Drives as
used in most notebooks
20Mb only **\$399 inc vat**
60Mb only **\$449 inc vat**
120Mb only **\$549 inc vat**
Diamond Packs include FREE D
Paint 3 & Game
Or with 8833 Mk II Monitor
+Turbo Challenge II Promotion
Includes connecting lead
Add \$190 inc vat
12 month warranty
Add \$49.95 for 1Mb extra RAM
Commodores own 20Mb **\$409 inc vat.**
Commodores Epic 20Mb **\$459 inc vat.**
Give your 600 a Hard Disk see opposite
Hard Disk repairs: 12 months
return to base

LIMITED STOCK

1Mb RAM **PACK** **1Mb RAM**

NEW AMIGA Ultimate Hard Disk pack
AMIGA 600 with 60Mb HARD DISK
+ Ten Great Games Including
Asterix, Chess Player 2150, Drivin' Force,
Live & Let Die, Onslaught, Pipe Mania,
Rick Dangerous, Rock 'N' Roll, Skyweek,
Trivial Pursuit & D Paint 3 & free game.
WITH FREE MAINTENANCE **\$469 inc vat**
Or with 8833 Mk II Monitor **\$659 inc vat**

WARNING! Don't get caught short.
We recommend you invest in a 60Mb
Hard Disk instead of a 20Mb. Lots of
games are growing in memory size
Eg. Workbench = 2Mb
Monkey Island II Game = 8Mb
That equals 1/2 your hard disk gone
before you start.
Who says size doesn't matter?

MAIL ORDER HOTLINE: PHONE 071 580 4259

1Mb RAM **PACK** **1Mb RAM**

BUSINESS SOLUTIONS PACK
NEW AMIGA 600
Everything you need to be up & running
with Wordprocessing
And 9 Pin Quality Printer
+ Text Engine, Flexibase Ledger
Amiga Cash, Amiga Fox (DTP) &
Chequebook Accountant + All AMIGA
standard features, Mouse etc.
WITH FREE HOME MAINTENANCE
only \$399.95 inc vat
Or with 8833 Mk II Monitor
+Turbo Challenge II Promotion
only \$599.95 inc vat
ADD \$75 FOR COLOUR PRINTER
ADD \$80 FOR QUALITY 24 PIN PRINTER
we cannot be beaten
on price

LIMITED STOCK

Don't know whether to buy an Amiga or a PC?
Well don't panic. Everybody knows you need experience when
purchasing a computer.....**OURS**
We serve a customer every 45 seconds & sell a PC every 10 minutes
At Diamond our staff are fully trained to serve all your needs, so pop in and see us
for an unbiased opinion and try both machines side by side for yourself.

SX 40 FAMILY PACK
Phoenix 386 SX
40MHz
SVGA Monitor
105Mb Hard Disk
DOS 5 or DR DOS 6
Joystick
Ad-Lib Compatible
Sound Card
Speakers
4 Games
Mini Tower
\$821.33 inc VAT

PHOENIX 386SX 25 PC's
40Mb Hard Disk
2Mb RAM
14" SVGA Monitor
PRICES START AT AN
INCREDIBLE
\$586.33 inc VAT
Pop into any Diamond branch and try
one out for yourself...
You won't be disappointed you did.
(DOS 5 or DR DOS 6 add \$49.35 inc VAT)

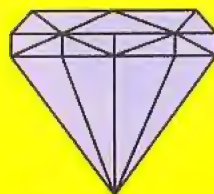
The NEW Adventures Of CAPTAIN DIAMOND



NOW OPEN IN SLOUGH : 0628 604555 :

DON'T MISS
OUR AMAZING NEW
BROCHURE FEATURING ALL
THE VERY LATEST IN AMIGA
AVAILABLE AT ALL STORES NOW

WANT A 1500
With Workbench 2.04?
GOT A 500
SWAP IT FOR ONLY £399.95
ALL PRICES INCLUDE VAT



NEW Rochard 80Mb Drive
for Amiga 500 expandable
to 8Mb RAM
now only an incredible
£299 inc VAT

CAPTAIN DIAMOND'S 1500 & 3000 CENTRE

MAIL ORDER HOTLINE: PHONE 071 580 4259

A1500 NEW VERSION

All Diamond's 1500's come with Workbench 2.04 and are also supplied with:- Deluxe Paint III, Home Accounts, The Works (Word Processor, Spreadsheet and Database), 3 Games (Puzznic, Toki & Elf), and a book (The Best Out Of Your Amiga).

A1500 with software	\$499
with GVP 8Mb bare board + 42Mb Quantum	\$799
with 8Mb 0k RAM board + 80Mb Quantum	\$978
A1500 + 8833	\$699
A1500 Deluxe Includes 1.3 ROM / 2.04 ROM & Switcher	\$589

THE NEW AMIGA 3000

25MHz processor, 100 Mb hard disk, 2Mb Fast RAM,
2Mb Chip RAM. **\$1699.00 INC VAT**

THE NEW AMIGA 4000

68040 Amiga DSOS 3, 6Mb RAM, 120Mb Hard Disk
\$2349.00 INC VAT

NEW AMIGA LAUNCH SOON, ALL SINGING ALL DANCING
FOR UNDER A £1,000. POP IN FOR A DEMO

GRAPHICS & VIDEO

New ICD Flicker fixer	\$209
GVP Impact Vision 24 Bit Card (1500/2000/3000) from	\$1550
DCTV (Pal Version)	\$440.00
Rocgen	\$89.95
Rocgen +	\$124.95
Rendale 8802	\$119.95
Rendale 8806 RGB	\$499.00
Commodore 2300 Int	\$99.00
G2	\$575.00
G2+	\$999.00
Video Pilot V330	\$999.00
Philips Editing System	\$399.00

DISK DRIVES

AMIGA Internal	\$59.95
CDTV drive	\$74.95
Roclite Slimline no click & Virus protection on track 0.	\$69.95

GENERAL ACCESSORIES

MONITORS & TV'S

8833MkII + Turbo Challenge II	\$189.95
CBM 1960 Monitor	\$449.95
CBM Flicker Fixer	\$299.95
Philips 14" SVGA monitor, suitable for use with A3000 or 1500 with flicker fixer	\$229.95
Please add \$14.95 for connecting lead	
NEW CDI FROM PHILIPS	\$499

MEMORY UPGRADES

New Smart Card memory upgrade (A600)
2Mb only **\$129** 4Mb only **\$169**

New 2.04 Official Upgrade with manuals & ROM only	\$79.95
A500 Plus 1Mb Expansion	\$39.95
New A600 1Mb Expansion	\$54.95
Supra 500RX 2Mb Expan. (500/500+)	\$139.95
512K RAM Expansion + Clock (500)	\$34.95
Above without clock	\$29.95
1.5Mb Mb Expansion (Not Plus)	\$79.95
1Mb Expansion with Thru-Port (500)	\$49.95
8Mb RAM Board for A1500 or 2000	
Aries Board 0Mb	\$79.95
For each 2Mb RAM add	\$69.00

INTERNAL DRIVE KIT

Replacement A500 Internal 3.5" drive kit, fully
compatible with 1Mb unformatted capacity. Comes with easy to follow guide **\$59.95**

EMULATORS

Golden Gate 386-20 for 1500/2000	\$439.99
GVP 16MHz PC-286 1500/2000	\$239.99
Vortex AT Once Plus 16MHz	\$214.99

MICE

Naksha Upgrade Mouse	\$22.95
New Roboshift. Auto sensing Joystick/Mouse switch box	\$13.95

TRACKBALL

One hand control unit, after using this you
will never want a mouse again **\$29.95**

A500 ROM SWITCHER

Switching between versions of Kickstart on
your A500 is could not be easier than with our
new ROM switcher. **\$9.95**
Kickstart 1.3 ROM (Supplied separately) **\$29.95**
Kickstart 2.4 ROM (Supplied separately) **\$39.95**

POWER SUPPLY

Commodore A500 A600 PSU with the switch
mode **\$49.95**

SOUND EXTRAS

Amiga Sound Enhancer	\$35.99
Stereo Speakers	\$39.95

CONTROL CENTRE

Turn your Amiga into the ultimate hi-tech
integrated workstation environment **\$34.99**

GVP HARD DRIVES / ACCELERATORS

AMIGA 1500 / 2000 HARD DRIVE

Impact Series II HC8+ Control Card only	\$134.99
GVP HC8 + 42Mb Quantum for 2000	\$259.95
GVP HC8 + 80Mb Quantum for 2000	\$339.95
Impact Series II HC8+ & 240Mb Hard drive	\$639.99
Impact Series II HC8+ & 420Mb Hard drive	\$1169.99

AMIGA 1500 / 2000 ACCELERATOR CARDS

G-Force 030-25MHz with 1Mb 32-Bit RAM	\$549.99
G-Force 030-40MHz with 4Mb 32-Bit RAM	\$899.99
G-Force 030-50MHz with 4Mb 32-Bit RAM	\$1269.99
G-Force 040-28MHz with 2Mb 32-Bit RAM	\$1699.99

FLOPTICAL DRIVE **\$549.90 (21Mb disk \$57.80)**

AMIGA A500 HARD DRIVES

GVP HD8 + 42Mb Quantum	\$279.95
GVP HD8 + 80Mb Quantum	\$369.95
GVP COMBO ACCELERATOR FOR A500	\$659.95
GVP A530 + 80Mb Quantum	\$749.95
A530 Combo 40MHz + 120Mb H/D	\$999.00
A530 Combo 40MHz + 200Mb H/D	\$234.99

GVP MEMORY RAM MODULES

Series II RAM 8 RAM Card for Amiga 1500/200 with 2Mb	\$149.99
32 bit 60ns 1Mb SIMM for Accelerator Cards (A530 + G FORCE)	\$64.99
32 bit 60ns 4Mb SIMM (A530 + G FORCE)	\$179.99

COMPONENT SHOP

QUANTUM H/DISKS	IDE	SCSI
42Mb	\$139.83	\$149.95
127Mb	\$267.33	\$269.00
240Mb	\$429.95	\$429.95
New floptical Drive	\$549.90	21Mb disk \$57.80
SYQUEST DRIVE		
Removable cart. 44Mb 28ms	\$299.00	
CONTROLLER for above add	\$69.95	

ROM Switcher Now Available	
1.3 - 2.04 ROM Switcher	\$9.95
1.3 ROM available @	\$29.95
2.04 ROM available @	\$39.95

* PX Offer on page 1. Must be in good
working condition with 1Mb RAM.
Judgement of condition subject to
managers discretion

CAPTAIN'S CHIP SHOP

4X256K DRAMS	
For A590's etc	\$3.50
1X1MB DRAMS For Sup/Supra	\$3.50
1x9Mb SIMMS	
For NEXUS/GVP/Rochard	\$34.99
4x9Mb SIMMS For GVP etc	\$159.95

AVIDEO 24

24-bit graphics for the A500. 768x580
quality resolution. 16.8million colour
frame buffer. Small easy to fit circuit
board. Fully genlockable. Runs on
standard A50 (1Mb chip RAM).
With 24-bit paint package (TV Paint).
Allows picture in picture **\$689**

NEW 24 BIT OPAL CARD

24-bit colour. 16.8 million colours. Full
animation in all modes NTSC/ PAL
switchable. Fits all Amigas **\$849**

CAPTAIN DIAMOND'S ULTIMATE A600 HARD DISK OFFER

A600 Upgrade Hard Disks	
20Mb (limited stock)	\$149.95
60Mb	\$199.95
80Mb	\$249.95
120Mb	\$299.95

Turn your A600 with a single
floppy drive into the ultimate
machine with a Hard Disk.
12 months return to base.
Only £29.95 for fitting by one
of our qualified engineers.

I HAVE "£1,000" IN CASH TO
GIVE AWAY TO THE PERSON
WHO TAKES THE MOST ADVANTAGE
OF MY PRICE PLEDGE !!



YES, ANY PURCHASE USING THE PRICE PLEDGE BEFORE
THE 10TH OF JANUARY 1993 WILL AUTOMATICALLY BE
ENTERED INTO THIS SKILL COMPETITION, SO SCOUR
THE MAGAZINES FOR THE BEST PRICE YOU CAN, AND
I WILL ALSO BEAT IT BY £1 ON ANY PURCHASE OVER
£100. NOW THAT'S WHAT YOU CALL DYNAMIC !!



JAMES STEVENSON 1991

NOW OPEN IN SLOUGH : 0628 604555:

We also take
Amiga's in PX against
C's, come in for a demo.

P/X your old 500
for a new Amiga 1500
with Workbench 2.04
for only £399.95
ALL PRICES INCLUDE VAT



Part exchange ex demo
A500 with 3 months warranty,
£199.95
Ex demo A590's from £199.95
ALL PRICES INCLUDE VAT

10 Disks
in a library case
£5.00

CAPTAIN DIAMOND'S PERIPHERALS PAGE

Printer Driver Disk for your Amiga, £5.00 (Please specify model)

APPLICATION	SOFTWARE
Graphics & Digitising	Wordprocessing & DTP
Deluxe Paint IV	Transwrite
Digi view Media Station	Kindwords 3
Intro CAD Plus	Final Copy
X CAD 2000	Wordsworth V1.1
X CAD 3000	Excellence 3
Image Master	Home Office Kit
Image Finder	Pagesetter 2
Vista	Page Stream 2.2
Pro Vista	Saxon Publisher
VDI Amiga Colour Solution	Propage 3
Pro Draw 3	
Music, Midi & Sound	Development & Utilities
Audio Engineer +2	AMOS Starter Pack
Audiomaster 4	Easy AMOS
Bars & Pipes Pro	AMOS 3D
Dr T Copiest Apprentice	AMOS Compiler
Dr T KC5 Level II V3.5	Cross Dos
Music X 1.1	Dos 2 Dos
Stereo Master	Disk Master
Pro Midi 2 Interface	Dev Pack 3
Techno Sound Turbo	Directory Opus
	Lattice C 5.1 Dev Syst
	Quater Back V5
	Superbase Pro 4
	X Copy Pro 5.2
	Hi Speed Pascal
	Hyper Book
Video Titling	Accounting
Amiga Vision	Home Accounts 2
Big Alternative Scroller	System 3
Broadcast Titler 2	Area Accounts
Font Pack 1 for above	Pro Calc
Font Pack 2 for above	Advantage
Pro Video Post	Day By Day
TV Show	
TV Show Pro	Educational
TV Text Pro	A D I Maths 11-12
Video Director	A D I Maths 12-13
Can Do V1.6	A D I English 11-12
Show Maker	A D I English 12-13
Scala 500	Distant Suns 4
Scala Pro	Fun School's (Each)
	GB Route
Animation & Rendering	APPLICATION STAR BUYS
Art Dept.	Final Copy
Art Dept Pro 2	Wordworth 1.1
Imagine 2	Home Office Kit - Includes
Map Master for Imagine	Spreadsheet, Database &
Presentation Master	Word Processor
Surface Master for Imagine	
Real 3D Beginners	
Real 3D Pro	
Sculpt Animate 4D	
CLUB MEMBERS PRICE ONLY (Prices are already discounted)	

DOT	MATRIX	PRINTERS
STAR LC20	£125	CITIZEN SWIFT 224 COL
STAR LC 200	£175	CITIZEN SWIFT 24E COL
STAR LC 24-20	£185	CITIZEN 240 COL
STAR LC 24/200 MONO	£199	CITIZEN SWIFT 24X
STAR LC 24/200 COL	£239	CITIZEN SWIFT 24X COL
STAR ZA 200 COL	£269	SEIKOSHA SP 1900+
STAR XB 24 200 COL	£379	SEIKOSHA 2400
STAR XB 24 250 COL	£439	SEIKOSHA SL92
CITIZEN SWIFT 9 COL	£165	

INK JET PRINTERS	LASER PRINTERS
HP DESKJET £295	Oki 400 \$499
HP DESKJET COL £375	NEW Oki OL410 1Mb
CANON BJ10EX \$189	inc. HP IIIP Emulation \$680
CANON BJ 20 £289	OKI LASER 810 \$939
CANON BJ300 \$315	OKI LASER 830
CANON BJ800 \$1529	Postscript 2Mb \$939
Before making your decision pop in & see the new range of Canon Inkjets.	NEW OKI OL 850. (Feature enhanced OL840) £1499
Sorry no details at time of going to press	

AMIGA BOOKS	
Advanced S. Prog. Guide	\$24.45
3D Graphics Prog. Basic	\$13.95
Amiga Basic Inside & Out	\$17.45
Amiga C Advanced Prog.	\$24.45
Amiga C for Beginners	\$13.95
Amiga DOS Inside & Out	\$13.95
Amiga Dos Quick Ref.	\$6.95
Desk Top Video Guide	\$13.95
Disk Drives Inside & Out	\$20.95
Amiga For Beginners	\$12.95
Graphics Inside & Out	\$24.45
Machine Language	\$13.95
Printers Inside & Out	\$24.45
Systems Prog. Guide	\$24.45
Best Tricks & Tips	\$13.95
Making Music On Amiga	\$24.45

AMIGA BUDGET TITLES
Wolf Child, Thunderhawk, Asterix, Chess Player 2150, Drivin' Force, Skyweek, Live & Let Die, Onslaught, Pipe Mania, Rick Dangerous, Rock 'N' Roll, Soccer, Trivial Pursuit, E-Motion, Dungeon Quest, Shufflepuck Cafe, Predator Tower of Babel, Data Storm, Grand Monster Slam, Powerplay, Kid Gloves, Predator 2, Carv-Up, Corporation, Cadaver, Line of Fire, Teenage Turtles, Back to the Future III, Gunship, Mike Reads Pop, Gazza II, Monty Pythons
ANY FIVE BUDGET TITLES FOR ONLY £20 OR £5 EACH

DIAMOND SHOPS AROUND THE UK		
AMIGA WORLD In the basement of 232 Tottenham Ct Rd London W1 Tel 071 580 4355 FAX 071 580 4399	HEAD OFFICE 84 Lodge Road Southampton Tel 0703 232777 FAX 0703 232 679	443 Gloucester Rd Bristol Tel 0272 522044 FAX 0272 521738
NEW SHOWROOM 410 Bath Rd Slough Tel 0628 604555 Fax 0628 668952	1022 Stockport Rd Manchester Tel 061 257 3999 FAX 061 257 3997	Amiga 1063 High Rd Chadwell Heath Romford Tel 081 597 8851 FAX 081 590 8959
144 Ferry Road Edinburgh Tel 031 554 3557 FAX 031 554 2115	406 Ashley Road Poole Dorset Tel 0202 716226 FAX 0202 716160	PC Centre 1045/47 High Rd Chadwell Heath Romford Tel 081 597 8851 FAX 081 590 8959
LONDON CORPORATE SALES Saran Duffy 071 5804355 Fax 071 580 4399		

HOW TO ORDER
Simply telephone through your order, giving your Access or Visa card number, or send a cheque or postal order to your local shop.
MAIL ORDER Phone.071 580 4259. Prices include VAT unless otherwise stated.
Minimum Courier Service £17.63. (Corporate Sales, any order under £250 subject to £10.00 Admin charge) Allow 10 working days for cheque clearance. Bankers drafts clear same day. All prices are correct at time of going to press but are only valid until the 10th day of month of publication due to magazines coming out four weeks earlier than issue cover date.
THE DIAMOND PRICE PLEDGE
If, whilst buying goods from us, you can show us a better price for the same goods in stock with one of our UK competitors then we will match it.
Even if our prices have increased we will honour the price in this advertisement on items in stock as long as you bring this advert with you.
This pledge applies only to customers relying on this advertisement before the 10th day of the month of publication. It does not apply to competitors prices offered in closing down or stock clearance sales.

MAIL ORDER HOTLINE: PHONE 071 580 4259

NOW OPEN IN SLOUGH : 0628 604555 :

NOW OPEN IN SLOUGH : 0628 604555 :

Not content with selling a 2Mb CDTV, ZCL have released a black box with an internal hard drive. **Pat McDonald** checks out the latest in warehouse-clearance tactics.

I REMEMBER THE days when CDTV was not 'officially' classed as an Amiga. You couldn't expand it, there wasn't a keyboard for it, and it was billed as 'the black magic box'. What has changed is the fact that CDTV owners want to be able to use floppy-based Amiga programs and games, as well as CD titles.

With the CDTV Multimedia pack, those days are gone. CDTV owners want Amiga software to work more than they want CD. They still want the option of those snazzy, shiny disks, but at £50 a throw they are usually much too expensive for what they deliver.

Enter ZCL's HD CDTV. As well as a floppy disk drive and keyboard, you get 2Mb of chip RAM as standard, a mouse that plugs into the back (much more responsive than an infra-red controller) plus a hard disk.

When you turn the unit on, and a CD is available, it will run the CD. If there isn't a CD in the drive but there is a floppy available, it runs the floppy. If neither disks are available, rather than coming up with the standard CDTV logo, the hard disk starts up instead.

So what advantage is this? Well, hard drives work faster than floppy drives. Workbench appears within seconds of starting the machine. Also, hard disks can store more programs and data files. Rather than booting a Workbench floppy then running programs from different disks, you can have Workbench and all your programs on one great big disk.

The way it's been done is complicated, but it has a certain elegance. The hard disk interface (SCSI type) plugs into the expansion connector of a CDTV. A cable runs from this into the guts of the machine, to the hard drive which is located behind the RAM slot.

A hard disk was obviously earmarked for this space years ago, but only now have Commodore released it. It's difficult to fit one of these units yourself – you're better off buying one all ready built into a CDTV. The hard disk is a 60Mb Maxtor type, by the way – fairly rare but reliable and fast enough.

The downside is the documentation. You get Workbench 1.3.3 and an Extras disk, a 1.3 Enhancer manual (which tells you about CLI

Stripped from the guts of its parent machine, the hard drive and SCSI interface are really not impressive when seen in isolation from the main unit.



HD CDTV

CDTV hard drive ■ £699 ■ ZCL

and Shell) and an A500 user's guide. That's right, a nice thick tome devoted to how to live with an A500. You do get a thin CDTV manual. Big deal. A more serious omission is the lack of a disk to re-install the hard disk if (more like when) it needs reformatting.

Apparently ZCL do have installation soft-

ware, some is consumed by the hard, floppy and CD drives. You've still got about 1.5Mb of storage left, which means *Deluxe Paint III* or *IV* can be used at any screen resolution.

For animation or DTP it's not as rosy. You can do more frames of animation than with a 1Mb A500, but if you want to expand the machine with, say, 4Mb of fast RAM, you can't. Outline fonts for DTP are not supported on Workbench 1.3, so you're stuck with jagged-edged bitmap fonts.

The HD CDTV is no better than the proposed A600 CD-ROM drive plugged into an A600HD, and is in many ways worse. Admittedly, it's available now (when will the A600 CD-ROM drive appear?) but it looks like an exercise in getting shot of some out-of-date manuals and Workbench disks. It's of value to experienced users, but not a first-time buy for novices.

“...it's available now, but it looks like an exercise in getting shot of some out-of-date manuals and Workbench disks”

ware on the way, and a shortish informative guide on how to get the best out of a hard drive. Personally I'd wait until they appear before buying one of these units.

If you don't push the hard drive there's no reason why you shouldn't get lots of use out of the system. In the real world, where hard drives develop read/write errors, this unit is too vulnerable without installation software. Is it useful? For tasks like word processing or databases, the combination of CDTV and hard disk is good – 2Mb of memory is big, even if

HD CDTV
Available from
Calculus
0543 251275

WHAT ABOUT THE A570?

The SCSI interface that comes with this unit plugs into the expansion port of an A570. Now, if you plug an A570 into an A500, then you can't plug in an external hard disk at the same time. If Commodore were to install this SCSI interface together with an external SCSI unit with its own power supply, then in theory that would be a much better system.

There are, however, snags. For one thing, that would mean three different plugs – computer, A570 and hard disk unit – not including the plug for the TV or monitor. Have Commodore ever sold an external SCSI drive? It would hang out of the back of the A570. Finally, such a system would not let you plug any more memory into an A500; a common hard disk feature.

Some of the problems of Amiga CD are finally coming home to roost. If you want an Amiga with a CD unit, then you have to forgo some of the expansion potential of the machine in other areas. I guess this HD CDTV does fulfill a need – but let's hope CBM have a CD unit in the works with more in the way of expansion potential.



ZCL might sell a SCSI interface plus hard drive for the A570 – hassle them if you're interested.

HD CDTV

SPEED

Quite a nippy performer, compared to other Commodore hard-disk Amigas. ● ● ● ●

DOCUMENTATION

The worst bunch of irrelevant information ever seen. Better promised and badly needed! ●

ACCESSIBILITY

How do you repartition? How do you reformat? You just can't tinker with the hard drive. ●

FEATURES

A CDTV with these features is a respectable machine – shame it's poorly supported. ● ● ● ●

VALUE

It's pitched about right, but it's not really a bargain buy. ● ● ● ●



45%



Amiga 600 Pack

- UK specification
 - 1MB system RAM
 - Mouse
 - Full workbench disks, manuals & leads
 - Free game included in pack
 - Deluxe Paint III
 - Two Python joysticks
 - 100 capacity lockable disk box
- £295**

Amiga 600 HD Pack

- As above
- Plus integral 20MB hard drive **£395**



Amiga 1500/2000 Pack

- 1MB System RAM • Workbench 2.04 • Mouse
- Twin Floppy • Works (Platinum addition) • Deluxe Paint III • Home Accounts • Alf game • Toki game • Puznic game • Two Python joysticks • 100 capacity lockable disk box
- Amiga 1500/2000 Pack **£489**
- A1500/2000 with 52MB HD **£759**
- With 2MB Chip Memory add **£129**

Amiga 3000

- 1MB Fast Memory • 1MB Chip Memory •
25MHz Processor • 52MB HD • 100 capacity
disk box

Philips 8833 MKII Monitor



- 14 inch high resolution colour display
 - High clarity stereo sound output
 - Full RGB and composite inputs
 - Free 1.5 metre long RGB cable
 - Full UK warranty
 - 3 Free games
- Philips 8833 MKII Monitor **£199**
- When purchased with an Amiga **£189**

Star Printers



Star LC20 Mono

- 180 characters per second, NLQ mode, multi Font, 9 pin head **£139**

Star LC200 Colour

- 225 characters per second, NLQ mode, multi font, 9 pin head **£199**

Star LC24-100 Mono

- 204 characters per second, LQ mode, 10 fonts, 24 pin head **£194**

Star LC24-200 Colour

- 222 characters per second, LQ mode, 10 fonts, 24 pin head **£284**

Star SJ48 Bubble Jet

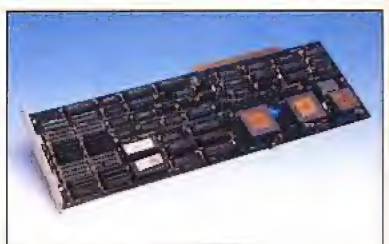
- Quality comparable with a laser printer, very quiet and portable. Mains and battery powered, adaptor supplied **£224**

Hard Drives



- GVP A500/A2000
 - High quality, high reliability
 - Easily expandable memory capability using low power simms
 - Complete with installation software and power supply
 - A500 52MB HD **£344**
 - A500 52MB & 2MB Fast Memory **£384**
 - A500 52MB & 4MB Fast Memory **£424**
- New**
- A500 52MB with Combo Accelerator 40MHz **£694**
 - A1500/2000 52MB HD **£278**
 - A1500/2000 52MB & 2MB RAM **£319**
 - A1500/2000 52MB & 4MB RAM **£359**

Emulators/Accelerators



- The professionals and hobbyist tools
 - KCS Powerboard Emulator **£179**
 - GVP 286 Emulator **£189**
 - AT Once Emulator **£176**
-
- G Force 68030 25MHz & 1MB **£549**
 - G Force 68030 40MHz & 2MB **£789**
 - G Force 68030 50MHz & 4MB **£1109**
 - G Force 68030 28MHz A3000 **£1669**
 - G Force 68030 33MHz A2000 **£1669**

Workstations



- Ergonomically sound
 - Facilitates up to three external floppy drives
 - Made in the UK
 - Strong and robust
 - Aesthetically pleasing
 - Keep your desk neat and tidy
 - Supplied complete and assembled with free mouse mat
- A500 Workstation £36**
- A600 Workstation £36**
- Swivel and tilt monitor stand for the above £5**

Peripherals



- 100 Capacity lockable disk box **£4.99**
 - Squick mouse **£13.99**
 - Mouse mat **£2.50**
 - TDK high quality DSD (10) disks **£9.99**
 - 1000 colour disk labels **£12**
 - LC20 printer ribbon **£3.49**
 - Jet Fighter joystick **£13.99**
 - Apache joystick **£6.99**
 - Python joystick **£9.99**
 - Zipstick joystick **£14.99**
- Vast range of leads for many applications - **Please call**

Scanners



- Allows image processing in a useful and unique fashion
 - Comes complete with operation manual and the latest version of processing software
 - One of the fastest growing applications for home and professional users
 - High specification coupled with cost effective pricing
- **Power Hand Scanner**
- 64 greyscales 100-400 DPI
 - Thru'port to printer
 - Fully compatible with Delux Paint 4, etc.
 - Power Hand Scanner
- £93.99**

Music

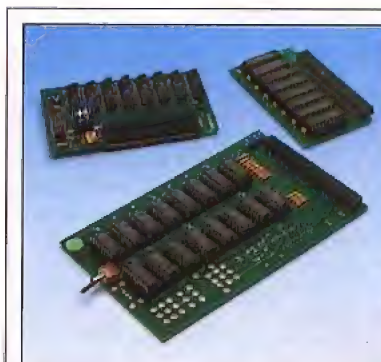


- Highest quality stereo sound sampling
- Compatible with A500, A1500/2000, A3000
- GVP Digital Sound Studio **£49**
- Screen Beat Speaker System **£25**
(Adds amplified stereo sound to the Amiga)
- Megamix Master **£37**
- Stereo Master **£34**

1, BEDS, LU4 8EZ TEL (0582) 491949 (6 LINES)



£139
£159



10MB Memory upgrade A500	£408
--------------------------	------

- A590 Power supply unit **£44.95**

- Cumana external drive
- Cumana external drive + 100 capacity disk box
- Cumana external drive + 100 disk box + 20 blank disks
- A500/A500+ Internal replacement disk drive

- Utilise hundreds of PD Bulletin Boards
- Communicate with fellow computer users
- Cuts down on telephone bills by using fast efficient baud rates
- 100% Hayes compatible
- Tone pulse, Auto Dial/Auto Answer
- Standard RS232 Interface
- Programmable number storage
- Free Coms software
- Supra 2400 **£84**
- Supra 2400+ **£129**
- Supra Fax Plus (0-9600 BPS) **£148**
- Supra v.3.2 (Fax Modem) **£199**
- Supra v.32 BIS (Fax Modem) **£258**

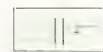
- **Workbench 2.04 Kit** £78
(includes manuals, disks & chip)
- **Kickstart 2.04** £32
- **Kickstart 1.3** £24
- **Kickstart ROM Swapper** £18
(Swap between kickstart by keyboard control)
- **Fatter Agnus 8372** £32
- **Obese Agnus 8375** £48
- **High Res Denise** £29
- **1MB x 9 Simms** £22
- **1MB x 4 Zips** £16
- **8520 CIA** £8



SALES HOTLINE 0582 491949 (6 LINES) OR 0480 471117



Credit Card ordering by phone is easy. Simply phone our sales hotline quoting your credit card number., expiry date, name and address and the products you wish to order and we'll do the rest. Alternatively write the above details on your letter when ordering by post.



When ordering by post in cheque form please write your cheque card guarantee number on the reverse of the cheque and send along with your order. Postal Orders are also accepted.



NO DELIVERY CHARGES TO UK MAINLAND. NO MINIMUM ORDER AMOUNT.

Should you wish your order to be sent by Group 4 Security service please add £5. This method is normally faster than the postal service.



WARRANTY: One year return to base (excluding chips).

ONE YEAR EXTENDED WARRANTY: Available on all products (excluding chips) at 10% of purchase price when ordering.

Computer Mall Dunstable
Opening Soon
84 High Street North
Dunstable

All prices quoted or products stocked are subject to stocking levels and availability. WTS cannot be held liable for force majeure, or items, which are out of stock due to demand or low stock at its suppliers. WTS reserve the right to amend prices or revise packs or specifications without prior notice at any time without liability upon itself.

[illegible]

Printer extra!

Jason Holborn tests two top printers as an addendum to our massive round-up of printers in Issue 39 of **Amiga Format**.

Ricoh LP1200

£821 ■ Laser Printer ■ Silica 081-309 1111

Because laser printers build up each page as a massive bitmap inside their internal memory, there's little point in buying a laser unless it's got massive amounts of RAM on board. This bumps up the printer's price still further, though you're not likely to get much change from £1,400.

But to save the pockets of Amiga users come Ricoh with their LP1200 laser printer, a fabulously well-endowed laser that comes with 2Mb of RAM as standard, a maximum printing resolution of 400dpi (100dpi more than your average laser) and a bunch of bitmapped and Agfa Compugraphic scalable typefaces. Typefaces on offer include Courier

10 and 12, Prestige 12 and 16, Gothic 12 and 16, CGTimes and Universe (both of which can be scaled). This impressive selection scores high.

The Ricoh comes with a variety of different emulation modes including the usual HP LaserJet 3, EpsonX, IBM ProPrinter plus Layout, a sort of mini-PostScript page description language. Surprisingly though, PostScript is not currently available as an option.

Then there's FlashROM. This technique was devised by Ricoh to enable the printer's operating system to be updated simply by streaming a file down the parallel port from your Amiga. Unlike other lasers, there's no chip changing, so you don't have to have a degree in electronics to perform the upgrade. Technically this should enable Ricoh to stay bang up to date while other laser printers

become redundant. Ricoh have announced that they plan to release an Amiga driver for the LP1200 which will enable you to print at 400dpi.

There's never been a laser printer that truly worked with the Amiga, but the LP1200 has changed all that. Thanks to Ricoh's dedication to our market, it is currently the only laser printer that can be driven to its full potential on the Amiga. Combine this with its great value for money and there's no doubting that the Ricoh LP1200 is a fabulous piece of kit.



And you thought that you would never be able to afford a laser printer for your Amiga. Think again.



Here's a mock-up of a fanzine produced in ProPage and output to the Ricoh laser. Pretty impressive eh?

Ricoh LP1200

SPEED

Lasers are never particularly fast, but the LP1200 is certainly no slouch.

DOCUMENTATION

The LP1200 manual is a little vague in places, but on the whole it's a pretty good read.

ACCESSIBILITY

Set the Workbench printer driver to HPLaserJet and print away! Couldn't be easier.

FEATURES

You'll find the LP1200 leaves even its more expensive counterparts for dead!

VALUE

2Mb of RAM and all those fonts for just £821? Now that's what I call a bargain!



92%

HP PaintJet

£820 ■ Colour Inkjet ■ HP 0344 369222

One thing that an inkjet can do that your average laser would be hard pushed to handle unless you're prepared to spend megabucks is colour printing. One of the best available is the Hewlett Packard PaintJet.

The PaintJet is a no-nonsense slab of plastic, metal and electronics that produces some of the best colour printouts seen this side of a colour PostScript laser. When the PaintJet was originally released, it was the first of its kind. As a result, the PaintJet offers only one emulation mode – HP PaintJet. Thankfully, though, a PaintJet driver is directly supported through the Workbench

Preferences system, so getting a decent printer driver is no problem.

Printer performance is pretty impressive. Notching up a very respectable 167cps (characters per second) in 10 cpi (characters per inch) mode, the PaintJet is capable of a maximum text output speed of 300cps in 18cpi mode.

It offers two typefaces – the usual Courier plus a more usable Letter Gothic. Both of these produce very acceptable results.

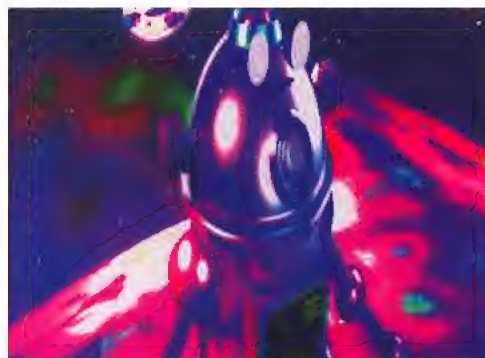
Of course, no-one buys a colour inkjet to print text – the true benchmark of a printer of this kind is how well it can print pictures in full colour. Using the special paper which is bundled with the printer (normal copier paper makes for rather washed out images), the PaintJet produces images which are really quite excellent. The prints are quite fuzzy and

blurry, but this works to smooth jagged bitmaps, and the colours are rich and saturated. And this colour ability is what puts the price up to parity with the LP1200 (and £820 for an inkjet is pricey).

If the laser is the dream printer of the desktop publisher, the HP PaintJet must surely be the dream printer for the rest of us. If you're proud of your DPaint creations and you can afford to both buy and run the PaintJet (running costs are a little high) you'll find it the perfect companion. If only it were cheaper...



Great colour, speedy printing and a readable manual all combine to make a superb, if expensive, printer.



Now that's what I call impressive – try getting colour print-outs of this quality from your average dot-matrix!

HP PaintJet

SPEED

Considering the complexities of colour printing, the PaintJet certainly doesn't hang about.

DOCUMENTATION

The PaintJet manual is a joy to behold – there's even a section in there dedicated to the Amiga.

ACCESSIBILITY

Plug in, switch on, print out and voilà – you get beautiful colour pictures (if you can draw them that is).

FEATURES

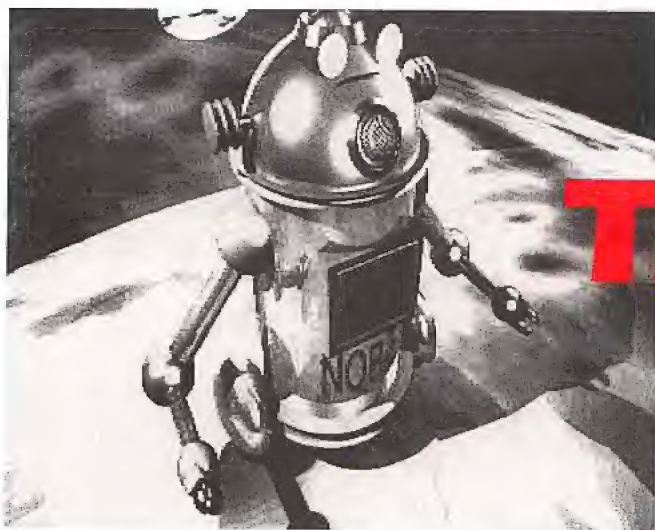
The range of fonts is a little lacking, but who cares when it prints pictures so well.

VALUE

You've got to be serious about your graphics to splash out on this baby.



82%



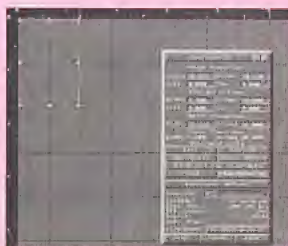
IF THERE'S ONE aspect of the Amiga's operating system that is a little lacking, it must be printer support. Although Commodore have tried their utmost to provide their customers with a fairly comprehensive selection of printer drivers, the results that can be obtained are far from ideal. Even with the release of the simpler Workbench 2.04, by far the greatest number of queries we receive come from frustrated printer owners.

But times are changing. Now that several printer manufacturers have woken up to the importance of the Amiga, we're starting to see more custom drivers released that enhance print quality immeasurably. Third-party software vendors have been quick to jump on the bandwagon too, with products such as IrseeSoft's *TurboPrint Professional* leaving Commodore's official printer drivers for dead. So is there still room for improvement? ASDG

The key to 24-bit printing is not how many diverse colours you get, but the way in which subtle shades of similar colours can be increased to give more realistic shading. The HAM image (top) looks inferior to the 24-bit image (bottom) because it lacks enough shades of grey.

TRUEPRINT/24 is available from Silica Systems on 081-309 1111

PLAY THE LAST POSTER



Feel like making a big name for yourself? Well grab a copy of this program and you will be able to.

TruePrint/24 can produce massive, tiled, poster-sized printouts of any IFF file. This even includes 24-bit images for when you want some really impressive prints.

How do you improve print-out quality? Easy, you get ASDG's latest enhancement program that can also handle 24-bit images. **Jason Holborn** does the paper test...

TruePrint/24

£59.95 ■ 24-bit printing utility ■ ASDG

certainly seem to think so because they've just released *TruePrint/24* (it has nothing to do with the photo developing company though).

Based around the Preferences Saver module built into the latest release of *Art Department Pro*, ASDG's wondrous image processing program, *TruePrint/24* has been designed to enhance the quality of your printouts without having to mess around with new printer drivers. *TruePrint/24* sits between the Amiga drivers and your printer, improving your printouts with the sort of style that you'd expect from an ASDG product.

Unlike a program such as *TurboPrint Pro*, *TruePrint* doesn't run in the background, so it

won't enhance the quality of printouts from other programs. Instead, you'll have to save the graphical output from your favourite paint or ray-tracing

package as an IFF file and then load it into *TruePrint/24* when you want to transfer it on to paper. Once loaded, *TruePrint/24* presents you with a grid-like display with a single requester containing all the program's options.

Each rectangle within this grid represents an A4 page. It is perfectly possible to load a picture into *TruePrint/24* and then expand it so that it fills several of these rectangles. When you print, *TruePrint/24* expands your image and then chops it up into individual pages which it dumps out to printer. Once all the pages have been printed, you can then piece them together to form massive posters of all your IFF artwork. Sounds great doesn't it? And it is great if you're printing a massive 1.024x1.024 bitmap, but standard low-resolution pictures tend to look rather 'chunky' when blown up to these sort of proportions.

You're probably wondering what the extra '24' bit in *TruePrint*'s name is all about. Well, if you're the sort of flash type who plays around with 24-bit graphics, you'll be pleased to know that *TruePrint* can also handle true-colour images. If you want to print a picture as complex as this using a normal printer utility, the results you'd get would be poor compared to the 24-bit image source file. To get around this, *TruePrint/24* uses a clever system that represents each shade of grey (if you're using a mono printer) in 8-bits compared to the usual 4-bits. What all this means is that instead of printing the usual 16 shades of grey that *DPaint* will produce, *TruePrint/24* can produce greyscale printouts containing a theoretical 256 shades of grey.

All well and dandy, but there's one big problem. Unless you're printing 24-bit images, *TruePrint/24* assumes that you want a greyscale printout regardless of whether you're the proud owner of a colour printer or not. Even if you attempt to print a HAM picture, *TruePrint/24* churns out greyscale printout. This isn't too much of a problem if you own *ADPro* (you can convert your HAM picture to a 24-bit image), but then the average *DPaint* user is unlikely to need or even want to spend £200 on *ADPro* just to get better quality colour printouts. This really should be fixed. As it is, *TruePrint* is only of real use to mono printer owners or those of you evolved in 24-bit graphics work.

"If you attempt to print a HAM picture, it just churns out greyscale printout."

Gripes aside, *TruePrint/24* produces some very acceptable results. When printing to a 24-pin or an inkjet printer, the quality of greyscale images is quite stunning. It must be said, though, that with colour images the increase in quality isn't really that noticeable unless you're working with 24-bit images – HAM images, in particular, don't seem to benefit.

It would have been nice to have been able to enhance colour printouts of HAM images too. If you want to print out standard Amiga images, you're probably better off with *TurboPrint Pro*.

If you work with 24-bit images, you probably already own *ADPro*, so there's very little point in buying this program too. In all, *TruePrint/24* is classic example of a missed opportunity.

TruePrint/24

SPEED

Printing greyscale images is quite swift, but 24-bit images take an eternity to print.

DOCUMENTATION

As you'd expect from ASDG, the *TruePrint/24* manual is top notch.

ACCESSIBILITY

Based around the *ADPro* user interface, *TruePrint/24* is very easy to use.

FEATURES

Limiting colour printing to 24-bit files only is a real drawback.

VALUE

Save your money and put it towards either *ADPro* or *TurboPrint*.



68%

CRAZY CHRISTMAS

LOOKING FOR DISKS & BOXES???

LOOK NO FURTHER

REMEMBER ALL DISKS SOLD BY BCS ARE FULLY GUARANTEED

BUY THE BEST BUY FROM BCS BEWARE OF CHEAP GREY IMITATIONS

DISKS ! DISKS ! DISKS !

100% CERTIFIED ERROR FREE
PLUS FREE COLOUR CODED LABELS

50 3.5" DS/DD	£22.99
100 3.5" DS/DD	£38.99
150 3.5" DS/DD	£54.99
200 3.5" DS/DD	£70.99
300 3.5" DS/DD	£105.99
400 3.5" DS/DD	£139.99
500 3.5" DS/DD	£167.99
1000 3.5" DS/DD	CALL FOR LATEST PRICE

All prices include VAT/free labels.
REMEMBER, THESE PRICES INCLUDE FREE DELIVERY

DISKS + 100 CAP LOCKABLE BOXES

100% CERTIFIED ERROR FREE
PLUS FREE COLOUR CODED LABELS

50 3.5" DS/DD + 100 cap box	£25.99
100 3.5" DS/DD + 100 cap box	£41.99
150 3.5" DS/DD + 100 cap box	£58.99
200 3.5" DS/DD + 2 100 cap boxes	£75.99
300 3.5" DS/DD + 3 x 100 cap boxes	£113.99
400 3.5" DS/DD + 4 100 cap boxes	£149.99
500 3.5" DS/DD + 5 100 cap boxes	£178.99
1000 3.5" DS/DD + 10 100 cap boxes	£ call

All prices include VAT / free labels
REMEMBER THESE PRICES INCLUDE FREE DELIVERY

DISKS + 80 CAP BANX BOXES

100% CERTIFIED ERROR FREE
FREE COLOUR CODED LABELS

50 3.5" DS/DD + 80 Cap Banx Box	£31.99
100 3.5" DS/DD + 80 Cap Banx Box	£46.99
150 3.5" DS/DD + 2 x 80 Cap Banx Boxes	£70.99
200 3.5" DS/DD + 2 x 80 Cap Banx Boxes	£87.99
300 3.5" DS/DD + 4 x 80 Cap Banx Boxes	£139.49
400 3.5" DS/DD + 5 x 80 Cap Banx Boxes	£182.99
500 3.5" DS/DD + 6 x 80 Cap Banx Boxes	£216.99

All prices include VAT/ free labels & free delivery

DISKS + 150 CAP POSSO BOXES

100% CERTIFIED ERROR FREE
FREE COLOUR CODED LABELS

50 3.5" DS/DD + 150 Cap Posso Box	£35.99
100 3.5" DS/DD + 150 Cap Posso Box	£51.99
150 3.5" DS/DD + 150 Cap Posso Box	£66.99
200 3.5" DS/DD + 2 x 150 Cap Posso Boxes	£97.99
300 3.5" DS/DD + 2 x 150 Cap Posso Boxes	£131.99
400 3.5" DS/DD + 3 x 150 Cap Posso Boxes	£180.00
500 3.5" DS/DD + 4 x 150 Cap Posso Boxes	£219.99

All prices include VAT/ free labels & free delivery

3.5 DELUXE STORAGE BOXES

10 Capacity	£1.00
40 Capacity (Lockable)	£4.10
100 Capacity (Lockable)	£4.50

5.25 STORAGE BOXES

10 Capacity	£1.00
50 Capacity (Lockable)	£5.10
100 Capacity (Lockable)	£5.90

STACKABLE BOXES

3.5" 80 Cap Banx Lockable Box	£9.95
3.5" 150 Cap Posso Box	£15.50
5.25" 70 Cap Posso Box	£16.50

3.5" HIGH DENSITY DISKS

100% ERROR FREE / FREE COLOUR CODED LABELS

60P EACH £61 For 100 incl delivery/labels/VAT

100% CERTIFIED ERROR FREE

5.25" DS/DD Disks	21p each
5.25" DS/HD Disks	39p each

BRANDED 3.5" DISKS (KAO/TKD)

10 3.5" DS/DD	£6.50
10 3.5" DS/HD	£10.50

BOX OF PAPER 11 X 9.5, 60GSM MICROPERF 2,000 SHEET...£11.75

BOX OF A4 PAPER, 70GSM MICROPERF 2,000 SHEETS...£12.95

AMIGA / ATARI
NAKSHA MOUSE
£22.50
AMAZING PRICE!

A570 CD ROM DRIVE
ALLOWS YOU TO LOAD & PLAY CDTV
Software on your Amiga
BCS Price only £318.00

PRINTER RIBBONS

PRINTER	BLACK RIBBONS		COLOUR RIBBONS
	BRANDED	COMPATIBLE	BRANDED
Citizen 120D	£3.40	£2.70	N/A
Citizen Swift 9	£3.40	£2.70	£15.30
Citizen Swift 24/24E/224	£4.70	£2.70	£15.30
Panasonic 1124	£8.50	£3.58	N/A
Star LC-10	£4.47	£3.06	£6.70
Star LC-20	£4.47	£3.06	N/A
Star LC200	£6.11	£4.70	£12.30
Star LC24 10/15	£5.58	£3.53	N/A
Star LC24-200	£5.58	£3.53	£13.25

INKJET CARTRIDGES & REFILLS

HP Deskjet Black Ink Cartridge	£14.98
HP Deskjet Black Dual Capacity Ink Cartridge	£23.95
HP Deskjet 500C Colour Ink Cartridge	£26.96
Canon BJ10e/ex Black Ink Cartridge	£19.98
Black Twin Refill Kit	£14.98
Colour Twin Refill Kit	£14.98
500C Colour Refill Kit	£14.98
Amiga Colour Separation Software	£39.95

OFFERS FROM BCS LTD

AMIGAS!

AMIGAS!

AMIGAS!

BCS ORDER HOTLINE 0273 506269 PHONE NOW

PACK 1

NEW AMIGA 600

**THE WILD, THE WEIRD, THE WICKED PACK
+ SUPERBASE PERSONAL SOFTWARE**

A600 1MB FDD
DELUXE PAINT III
MICROPROSE GRAND PRIX
SILLY PUTTY
PUSHOVER
SUPERBASE PERSONAL
MOUSE ETC
ON-SITE WARRANTY



ONLY £318.99

PACK 2

NEW AMIGA 20MB HD EPIC PACK + SUPERBASE PERSONAL SOFTWARE

A600 +20 MB HD
1MB RAM
TRIVIAL PURSUITS
EPIC, ROME,
MYTH
AMIGA TEXT WP
DICTIONARY, MOUSE ETC +
SUPERBASE PERSONAL SOFTWARE
ON-SITE WARRANTY



ONLY £458.99

PACK 3

NEW AMIGA 600 BCS PACK

A600 1MB FDD
DELUXE PAINT III
MYSTERY GAME
SUPERBASE PERSONAL SOFTWARE
MOUSE ETC.
ON-SITE WARRANTY
10 3.5" DS/DD DISKS
DISK BOX
MOUSE MAT
TAILORED DUST COVER
MICROSWITCH JOYSTICK



ONLY £289.99

PACK 4

BCS STARTER PACK

10 3.5 DS/DD DISKS
DISK BOX
MOUSE MAT
TAILORED DUST COVER
MICROSWITCH JOYSTICK
3.5 CLEANING KIT



ONLY £17.00

WHEN PURCHASED WITH PACK 1, 2 OR 6

NEW ZOOL PACK INCLUDING:

ZOOL
STRIKER
PINBALL DREAM
TRANSWRITE WP



**ONLY £15.50 WHEN PURCHASED WITH
AN AMIGA. OTHERWISE £19.99**

PACK 5

PHILIPS CM8833 MK II
COLOUR STEREO MONITOR
LOTUS TURBO CHALLENGE
ON-SITE WARRANTY
UK SPEC'
CONNECTING LEAD
DUST COVER



ONLY £199

PACK 6

NEW AMIGA 1200

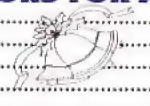
• 68020 PROCESSOR RUNNING AT
14.19MHZ
• 2MB CHIP RAM
• 16 MILLION COLOURS
• AA CHIP SET
• NUMERIC KEYPAD
• ON-SITE WARRANTY



**ONLY £362.99
OR £376.99 with
new
zool pack**

GVP SERIES II HARD DRIVES & ACCELERATORS FOR A500

GVP 42MB HD8 II£279
GVP 52MB HD8 II£319
GVP 80MB HD8 II£359
GVP 120MB HD8 II£409
GVP 240MB HD8 II£649
GVP A530 COMBO 40 MHz +80MB.....£629
GVP A530 COMBO 40MHz + 120MB.....£719
GVP A530 COMBO 40MHz + 240MB.....£949



CALL NOW FOR PRICES ON RAM UPGRADES
FOR GVP DRIVES

GVP SERIES II HC8 HARD DRIVES FOR A1500/2000

GVP 42MB HC8 II.....£255
GVP 80MB HC8 II.....£325
GVP 120MB HC8 II.....£395
GVP 240MB HC8 II.....£615



CALL NOW FOR PRICES ON RAM
UPGRADES FOR GVP DRIVES

AMIGA BIT'S 'N' BOBS

A500 1MB UPGRADE.....£29
A600 1MB UPGRADE.....£42.99
A600 2MB UPGRADE.....£115
A600 4MB UPGRADE.....£135
A520 TV MODULATOR£29.99
AT ONCE CLASSIC PC286 EMULATOR £119.99
3.5 CUMANA DISK DRIVE£52.99



STAR/CITIZEN PRINTERS

CITIZEN 120D 9PIN MONO£124
CITIZEN SWIFT 9PIN COLOUR£179
CITIZEN SWIFT 24PIN 224 COLOUR£220
CITIZEN SWIFT 24E COLOUR£245
CITIZEN 200 MONO£209
CITIZEN 240 MONO£245
CITIZEN 240 COLOUR£268
STAR LC-200 COLOUR£199
STAR LC-24 200 COLOUR£259
SEKOSHA SL-90 MONO 24 PIN£185



ALL PRINTERS COME WITH LEAD & DUST COVER
CITIZEN PRINTERS HAVE 2 YEAR WARRANTY

ACCESSORIES/JOYSTICKS

1000 COLOURED LABELS.....£8
1000 TRACTOR LABELS (WHITE).....£10
MOUSE MAT.....£2.75
MOUSE HOLDER£2.50
14" MONITOR STAND£10
PRINTER STAND£6
3.5" CLEANING KIT£2.75
PRINTER RIBBONS£CALL
PARALLEL LEAD£8
ZIPSTICK£11.50
QS PYTHON IIIM£9.50
CHEETAH 125+.....£8



DUST COVERS

A500£3
A600£3
STAR LC200£3.50
STAR LC-24 200£3.50
CITIZEN 9£3.50
CITIZEN 24£3.50
PHILIPS MKI/II£3.50
ATARI£3.00



WHY ORDER FROM BCS?

Established for over 3 years BCS is well known for the quality of its products and services.

WE HAVE THOUSANDS OF SATISFIED CUSTOMERS ACROSS THE UK.

Fast and efficient delivery service provided. All products sold carry 1 year minimum guarantee. All products UK spec only. All prices include VAT. DONT DELAY ORDER TODAY. CALL IN OR SEND CHEQUES/POSTAL ORDERS TO

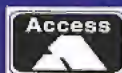
BCS LTD

349 DITCHLING ROAD, BRIGHTON, EAST SUSSEX BN1 6JJ

ADD £4 P&P UNLESS STATED. ADD £10 FOR NEXT DAY DELIVERY (MON-FRI) (UK MAINLAND ONLY)

ORDER HOTLINE 0273 506269/0831 279084

All offers subject to availability. E&OE. Prices/pack details may change without notice.



WeServe

of Hampshire Established 7 years

Amiga Workstation /Expansion System

Monitor stand with shelf for drives etc.
Strong metal construction made from
14SWG steel epoxy coated Amiga
colour.

Special price **£27.50****New Citizens****Swift 240**
24pin Colour*

Advanced 24pin printer, lots of new
features. Please phone for a data sheet
*optional colour. Price with cable & paper

240 Mono **£245**
240C Colour **£265**

Swift 200

24pin Colour*

Enhanced 24pin printer. SWIFT 24E plus:
Extra type faces & features. Please phone
for a data sheet *optional colour.
Price with cable & paper

200 Mono **£195**
200C Colour **£225**

Printer Packs

All printers are supplied with a printer
pack consisting of printer paper and a
connection cable. If required a printer
stand is £5.00 extra (with a printer)

Free of charge

Citizen 120D +

with cable
& paper **£109**

**All Citizen printers have
2 year warranty**

Citizen Swift 9

with cable Mono **£169**
& paper Colour **£179**

**Panasonic
KXP1123**

Probably the best 24pin mono
printer available. With cable & paper

£169**Panasonic/Epson**

KXP1170 9pin 134
KXP1124i 24pin 215
KXP2180 9pin Colour 189
KXP2123 24pin Colour... 229
Epson LX400 9pin 135
Epson LQ570 24pin 265
Prices include VAT cable & paper

Naksha Scanner

New with touch up
software **£109**

Naksha Mouse

for Atari ST & Amiga **£21.50**
with house & mat

Squik Mouse

for Atari ST & Amiga **£13.90**

New Price**Midi Interface**

4 channel Midi Interface for Amiga

£19

Dr. T's Midi Music Software
(not for A500+ or A600) **£4.95**

**HP
Deskjet Colour**

300dpi colour inkjet printer.
Colour laser quality at 1/10 of the cost.
3 year warranty. Price with cable & paper

£419**Deskjet 500**

HP 300dpi Inkjet printer. Laser
quality at dot matrix price.
3 year warranty. With cable & paper

£325**Printer Drivers**

Citizen Colour 24pin 5.00
Canon BJ-10e 4.95
Deskjet 500 Colour 9.95

Printer Dust Covers

most types in stock
from **£4.70** inc VAT

Canon BJ-10ex

360dpi Inkjet printer
with cable & paper

£199**Star SJ-48**

360dpi Inkjet printer
with cable & paper

£199**Star LC100**

9pin colour with cable & paper

New **£159**

Star

LC20 Mono 9pin 119
LC200 Colour 9pin 177
LC2420 Mono 24pin 185
LC24100 Mono 24pin ... 175
LC24200 Colour 24pin .. 249
Prices include VAT cable & paper

Kickstart Upgrades

Commodore 2.04 full upgrade 79.00
Kickstart ROM only v2.04 41.50
Kickstart ROM only v1.3 29.00
Phoenix rom sharer 24.95
Keyb'd operated rom sharer .. 24.95
VXL30 25MHz Accelerator ..239.00
Fatter Angus custom chip 37.50

True Mouse

for Atari ST & Amiga **£15.90**

Happy Mouse

for Atari ST & Amiga **£14.90**

New Prices**GVP Series 2**

for A500 Hard Disks

52Mb Hard Disc **£329**
120Mb Hard Disc **£419**
240Mb Hard Disc **£689**
52Mb A530 Combo **£649**
120Mb A530 Combo **£749**
240Mb A530 Combo **£989**

for A1500

52Mb Hard Disc **£265**
120Mb Hard Disc **£405**
240Mb Hard Disc **£629**
GVP ram **£25** per 1Mb

Bridgeboards

CBM A2286 286 for A1500 **£269**
CBM A2088 XT for A1500 **£99**

Ram Upgrades

A500 1Mram + clock **£21.90**
A500 1Mram no clock **£17.90**
A500+ 1Mram + clock **£39.90**
A600 1Mram + clock **£49.90**

**Commodore
1084SD**

Refurbished 14" Colour Monitor
1 full year warranty with cable

£159 While stocks last**Commodore
1084SD**

14" Colour Monitor with cable
dot pitch 0.42mm. Medium Res.

£179 While stocks last

**£10.00 discount on 1084
or 8833 with an Amiga**

Philips CM8833 MK2

UK. 240V **£189** with cable
+ game **£179** no cable

Special Offer**Accessories**

Joystick/Mouse twin extension 4.70
3M Joystick/Mouse lead 3.75
A500 Printer cable 7.95
Modulator/Disk Extension 10.95
23way Plug or socket 2.95
A500 Dust Cover 4.70
Mouse Mat (thick soft type) .. 4.95
Mouse House 2.95
1M internal 3.5" drive 49.00
A500 replacement PSU 39.00
A590 replacement PSU 49.00
Rocgen Plus - Genlock + .. 129.00
Disc Wallet for 32 disks 7.95

Phone for our 60 page catalogue

EDUCATIONAL AND GOVERNMENT ORDERS WELCOME

All products have a 30 day money back & 12 month warranty.

Prices are subject to variation without prior notification.

Established 7 years. 3 minutes from M27 Junction 11.

Free parking. Open 9 to 5.30 Monday to Friday & 9 to 5 Saturday

Postage 94p or £3.53 Securicor £6.46 (£5.50 + VAT)

WeServe

Larger items delivered
by Securicor

**Floppy Drives****Cumana CAX354**

The most reliable drive you can buy
1M external
£49.90 While stocks last

Commodore

A1011 1M external
While stocks last **£48**

New Prices**Roctec/Zappo**

1M external drive **£49.90**

A500 Plus

Cartoon Classics full software pack
£299

Amiga 1500 +

WB 2.04 with full software
£499

Amiga 600

Standard A600 with full software
£259

Amiga 600SD

(D.Paint III, Grand Prix, Putty, Pushover)

Wild Weird & Wicked **£305**

Amiga 600HD

(Trivial Pursuit, Epic, Rome, Pushover)

Epic Pack **£435****SONY
DISKETTES**

**SONY branded
(lifetime warranty)**

(100% certified error free)

10x 3.5" DS/DD 135tpi 7.50
50x 3.5" DS/DD 135tpi 32.30
100x3.5" DS/DD 135tpi 59.93
250x3.5" DS/DD 135tpi 141.00
1kx 3.5" DS/DD 135tpi 540.50

DISKETTES

**SONY / DYSAN bulk
(lifetime warranty)**

(100% certified error free)

10x 3.5" DS/DD 135tpi 5.95
50x 3.5" DS/DD 135tpi 21.86
100x3.5" DS/DD 135tpi 39.60
250x3.5" DS/DD 135tpi 94.88
1kx 3.5" DS/DD 135tpi 353.68
40 x 3.5" Disk box with lock 5.49
100 x 3.5" Disk box with lock .. 7.50
Carriage on 50+ disks **£3.53**

WeServe

Best for service

WeServe

Best for service

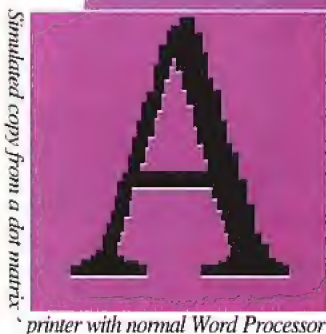


THE FINAL WORD

...in Word Processing with Perfect Printing

From the makers of Pen Pal comes a brand new, unique WYSIWYG Word Processing package, that's simply the only choice for those who demand the most from their Amiga.

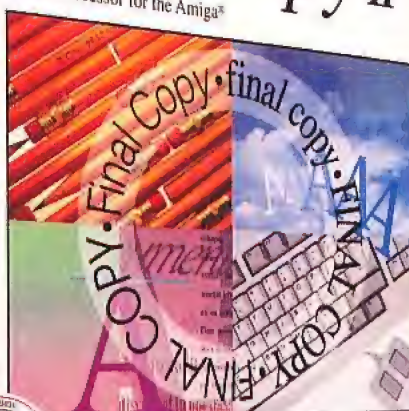
Final Copy II is not only the Amiga's most powerful Word Processor with every feature you'd expect - plus many more found normally in DTP packages - but also the only Word Processor that gives superb scaleable outline fonts from any Amiga - even 1.3's. Imagine outputting to your printers highest resolution, with almost Postscript™ laser perfection - no matter which printer you may have. Even with a simple nine pin dot matrix you'll get perfect printing* from Final Copy's 20 smooth outline typefaces that are included!



With its powerful new features, there's no better Word Processor/Publisher for your Amiga. You'll quickly realise the benefits which were once the exclusive preserve of the Macintosh™ and other high end publishing systems.

Final Copy II

Word Processor for the Amiga™



from SoftWood, Inc.
the makers of
Pen Pal



With multiple newspaper style columns and integrated drawing tools - for boxes, borders, squares, lines at any angle, ovals, circles, arrows etc., plus colour text, along with many other formatting tools - your documents will look and read just as you want them to.

Final Copy II includes a 110,000 word British-English Collins Proximity Spelling Detector & Corrector, to help typing errors become a thing of the past, along with an 826,000 synonym Thesaurus, for that extra inspiration.

Final Copy II is so easy to learn and use, that you'll become an accomplished author in no time at all - but if you need extra help you're not on your own as our support hotline is there for all UK version users. Look out for the UK logo on the box!

...Final Copy II

Only £99.95

FROM ALL GOOD SOFTWARE DEALERS

Compatible with...

Amiga-A500/600/600HD/1500/2000/3000.
System requirements... min. of 1Mb. RAM and two Floppies or a Hard Disk Drive [A600HD requires at least 1.5Mb].

*Any Workbench supported graphic printer, colour or mono, including... Citizen 120D, 124D, 224, Swift 9/24, 200/240; Star LC10, 20, 200, 24-200, and XB Series; Canon BJ10ex; HP Ink/Paintjet; Postscript™ devices and many more.

Irade Distribution by...

Centresoft/IBD ♦ HB Marketing ♦ Leisuresoft ♦
Meridian Distribution ♦ SDL/Prodis ♦

Dealers... Please call Harwoods for your supply of leaflets and inclusion in the list of stockists we provide to customers.

United Kingdom version imported & supported by...

GORDON HARWOOD Computers

Gordon Harwood Computers • New Street • Alfreton
Derbyshire • DE55 7BP • Telephone: 0773 836781



Final Copy II encompasses a whole range of other advanced features, here's just a selection:

- ♦ Uses the latest Workbench 2 Style interface on all Amigas ♦ On screen command ribbon controls (format your document with the simple touch of a button) ♦ 25% to 400% editable page reduction and magnification command
- ♦ Title page, master pages & style sheets ♦ Right/left pages with binding offset ♦ Open multiple documents ♦ Fast mouse document panning and zoom/un-zoom ♦ External and internal mail merging ♦ Cut, copy and paste ♦ Search and replace ♦ Onscreen maths ♦ Auto-hyphenation
- ♦ Import, resize and crop IFF, HAM and 24Bit ILBM graphics and auto-flow text around them ♦ Text over graphics ♦ Outline fonts on all Amiga screens, and any non-Postscript™ or Postscript™ compatible printer ♦ 4 point up to 300 point [over 4" high] smooth text printing ♦ Text leading and spacing controls ♦ Condensed and expanded characters ♦ Positive and negative obliquing ♦ Background printing, allowing simultaneous editing & printing of two or more documents ♦ Fast proof printing facility ♦ Comprehensive range of additional attractive font volumes available.



Please rush my personal copy of the new Final Copy II information pack, including samples from popular printers, and a list of stockists to... [clip the coupon or call 0773 836781 now!]

Name & Address:

Please include your postcode
AMF12/92



QUALITY AMIGA PERIPHERALS WITH A 2 YEAR WARRANTY

Silica Systems are pleased to present the GVP range of peripherals. GVP are the world's largest third party manufacturer of peripherals for the Amiga range and have a reputation for high specification, quality products. The company was founded only four years ago by a man who knows about the Amiga, Commodore's ex-Vice President of Technology. He, along with a team of Amiga experts including other ex-Commodore staff, understand the add-on requirements of Amiga owners better than anyone. Not only do GVP provide peripherals that Amiga owners want, they also offer peace of mind, with a 2 year warranty on the products they manufacture. So, if you are looking for the very best in peripherals for your Amiga computer, look no further than GVP.

FREE BROCHURE
RETURN THE COUPON FOR YOUR COPY

PC EMULATOR PLUG-IN OPTION FOR HD8+ & A530



- 16MHz 80286 processor
- 287 Maths Co-Processor socket
- 512K of PC RAM plus the use of Amiga RAM
- Supports Hercules, CGA, EGA/VGA (monochrome) and T3100 video modes
- Runs MS-DOS (3.2 and upwards) plus thousands of other PC programs

This powerful 286 emulator module simply plugs into the 'mini-slot' of the GVP HD8+ or A530 (without invalidating the warranty). It has full access to the Amiga's resources and allows you to run PC and Amiga programs at the same time, giving you two computers in one.

£199
Ref. EMU 0500

AMIGA PERIPHERALS

GVP's HD8+ hard drive and A530 hard drive with 40MHz accelerator, represent the highest quality Amiga 500 peripherals, at very affordable prices. Each incorporates a fast action hard drive, RAM expansion capability, custom VLSI chip and FaasTROM SCSI driver, for unbeatable performance.

The HD8+ hard drive offers up to 8Mb of standard internal Fast RAM expansion and the A530 Combo, up to 8Mb of 32-bit wide fast RAM expansion. Both feature a SCSI controller, which supports up to 6 additional devices, and an Autoboot/Game cut-off switch. Both are available in 80, 120 and 213Mb hard drive versions.

In addition, the A530 Combo zooms the Amiga forward with an 030 accelerator, running at a blistering 40MHz. This enables your Amiga 500 to run at an incredible 12.1 MIPS, faster than an Amiga 3000! No other product in the world combines all the features found in the A530 Combo! A plug-in PC emulator option, shown below, is available for the HD8+ and A530 Combo.

	HD8+	A530
HARD DRIVE		
SCSI HARD DRIVE	•	•
40, 80, 120 & 213Mb VERSIONS	•	•
ULTRA FAST ACCESS	•	•
TRANSFER RATE UP TO 2,100K/sec*	•	•
(*THE RATE OF THE 213Mb HD)	•	•
ACCELERATOR		
40MHz 68030EC CPU	•	•
OPTIONAL 68882 MATHS CO-PROCESSOR	•	•
RUNS AT 12.1 MIPS (FASTER THAN AN A3000!)	•	•
HARDWARE SUPPORT TO MAP KICKSTART INTO 32-BIT WIDE FAST RAM FOR FASTER OPERATION (LIKE CACHING THE OPERATING SYSTEM)	•	•
RAM BOARD		
UP TO 8Mb OF 8 OR 9-BIT FAST RAM (8 OR 9-BIT WIDE SIMMS - 120ns OR QUICKER)	•	•
UP TO 8Mb OF 32-BIT WIDE FAST RAM (32-BIT WIDE SIMMS - 60ns)	•	•
1Mb POPULATED	•	•
OTHER FEATURES		
HD/ACCELERATOR 'CUT-OFF' SWITCH FOR 100% GAME COMPATIBILITY	•	•
SCSI CONTROLLER FOR UP TO 6 ADDITIONAL DEVICES	•	•
VLSI CUSTOM CHIP	•	•
FAAST ROM SCSI DRIVER	•	•
IDENTICAL COLOUR & STYLING TO THE A500	•	•
BUILT-IN VENTILATION FAN TO PREVENT THE UNIT FROM OVERHEATING	•	•
DEDICATED POWER SUPPLY	•	•
'MINI-SLOT' FOR FUTURE EXPANSIONS (E.G. PC EMULATOR)	•	•
REMOVABLE MEDIA SUPPORT	•	•
DIRECT MEMORY ACCESS (DMA) STYLE FOR ULTIMATE PERFORMANCE	•	•
EASY-TO-USE SOFTWARE	•	•
2 YEAR WARRANTY	•	•



PRESS COMMENT:

'Superb build, excellent aesthetics and blinding speed make this the best A500 hard drive' ...

AMIGA SHOPPER (HD8+)

'GVP claims this is the fastest hard drive in the world and none of our tests could prove that wrong - Untouchable. THE choice'

AMIGA SHOPPER (HD8+)

'Still the best hard drive'... 92%

AMIGA FORMAT 11/91 (HD8+)

'GVP have done it again!'... 94%

AMIGA FORMAT 9/92 (A530)

'... the build quality is excellent ... in terms of performance, their gear is the best ... their equipment is worth every penny.'

AMIGA FORMAT 9/92 (A530)

NEW! NOW IN STOCK

80Mb HARD DRIVE ONLY £399

HARD DRIVES & ACCELERATORS

PRICES FROM:

£399

MODEL	80Mb	120Mb	213Mb
HARD DRIVE HD8+	£399 Ref. HAR 0888	£449 Ref. HAR 0922	£699 Ref. HAR 0933
A530 COMBO HARD DRIVE & ACCELERATOR	£699 Ref. HAR 0966	£749 Ref. HAR 0974	£999 Ref. HAR 0983

FOR ALL AMIGAS

AMIGA 1500 + 2000 + 3000 PRODUCTS



SOUND SAMPLER

- 8-bit stereo sampler
- Plugs into parallel port
- MIDI support for song input
- Extensive editing features

For the semi-professional and audio hobbyist a high quality 8-bit stereo sound sampler that connects into the parallel port on any Amiga 500, 600, 1500, 2000 or 3000 computer. Combined with one of the fastest, most powerful and easy-to-use sound and music editing programs available. Includes 4-track soundtracker file compatible sequencer.

MUS 2500 **£49.95**

ACCELERATORS

	030 25MHz	030 40MHz	030 50MHz	NEW! 040 33MHz
Processor	68030EC	68030EC	68030	68040
Speed MIPS	7.48	12.1	15	30
Speed MHz	25	40	50	33
Math co-proc	68882	68882	68882	Built-in
Standard 32-bit RAM	1Mb	4Mb	4Mb	4Mb
Maximum 32-bit RAM	13Mb	16Mb	16Mb	16Mb
Extras	SCSI	SCSI	SCSI	SCSI SerPort
Code	UPS 0110	UPS 0200	UPS 0620	UPS 0110
PRICE	£599	£849	£1199	£1699

All GVP G-Force accelerators can be turned into a hard card by adding a Mount Kit, GVA 4251, £39.95, making it the ULTIMATE Amiga 1500/2000 peripheral. Any 1" SCSI drive can then be mounted on to the accelerator.



HARD CARDS

- Factory installed Hard Drives
- 0, 80, 120, 213, & 420Mb options
- On-board 8Mb memory sockets
- Add up to 6 SCSI devices
- The Impact II HCB hard cards are the equivalent of the HD8+ hard drive, but for the 1500 and 2000 models. They are some of the latest hard drives available, and incorporate an unpopulated 8Mb RAM expansion.

0Mb	Ref. HAR 1306	£129
80Mb	Ref. HAR 1308	£349
120Mb	Ref. HAR 1422	£399
213Mb	Ref. HAR 1533	£599
420Mb	Ref. HAR 1542	£999



VIDEO ENHANCER

- 16 million colours @ 768 x 580 PAL Res
- Supports comp video, S-VHS & RGB
- Broadcast quality genlock
- Now with RGB splitter
- Impact Vision 24 is the latest 24-bit Professional Video Adapter. It features 16 million colours on screen at once, built-in genlock, flicker fixer, frame buffer, frame grabber and digital keyer. Supplied with Caligari IV24 3D modelling and rendering software. Scala IV24 video tiling software, plus Macromedia Paint 24-bit paint package. A1500/2000 requires additional adaptor, GVA 5224, £49.95

IV-24 - VIU SPLITTER	Ref. VID 7124	£1499
IV-24 - VIU TRANSCODER	Ref. VID 7124	£1899



RAM BOARDS

- Up to 8Mb of FAST RAM
- Upgrade in 2Mb increments
- Supports industry standard RAM chips
- Diagnostic software included
- Fully auto-configuring
- The RAM-8 offers an easy way to upgrade your 1500 or 2000 in 2Mb increments up to 8Mb. The RAM 8 is fully auto-configuring and is supplied with peace-of-mind diagnostic software. 6Mb configuration supported for bridgeboard owners.

0Mb populated	RAM 2000	£99
2Mb populated	RAM 2002	£149



REMOVABLE MEDIA

- Syquest 44 or 88Mb removable media
- Available with or without HCB Controller
- 20ms access time
- GVP HCB Controller option extra
- External case available for A500/3000

Each drive comes with a removable cartridge.		
External Case	Ref. GVA 5019	£179
44Mb (Bare Drive)	Ref. HAR 1504	£399
44Mb (HCB)	Ref. HAR 1506	£479
88Mb (Bare Drive)	Ref. HAR 1578	£499
88Mb (HCB)	Ref. HAR 1581	£579

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-308 0888.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS

MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111 Fax No: 081-308 0908
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000 Fax No: 071-323 4757
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm)	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234 Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811 Fax No: 081-308 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm)	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	Tel: 0702 462426 Fax No: 0702 462363

To: Silica Systems, AMFOR-1292-68, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A BROCHURE ON THE GVP RANGE

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

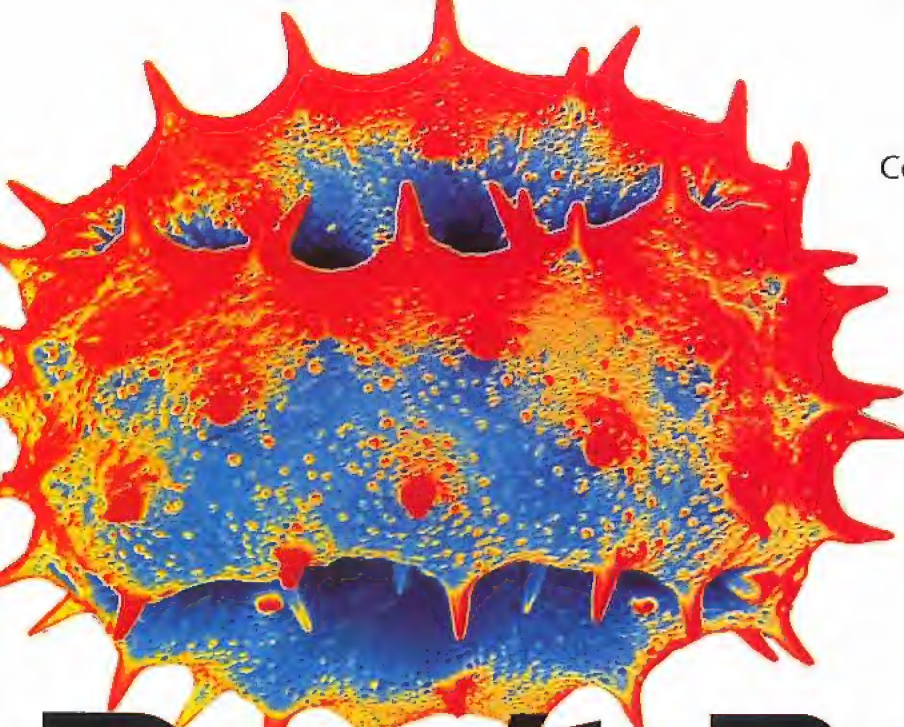
Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own? 68F

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.



Computer viruses can be a real danger to your software, no doubt. But once you understand all about how they work, it's terribly simple to stay safe...



Don't Panic!

Q What is a virus?

A A virus is just a small computer program. The big difference is that it's not under your control: it will run itself and do whatever it does without you ever knowing it's there.

Q So what does a virus do?

A Basically, viruses are out to cause mischief. All viruses make copies of themselves. Some of them also damage your data.

Q Why are they called 'viruses' anyway?

A Because they work by making copies of themselves,

they're a bit like living organisms. They also do harm to your disks, the same way a virus makes you ill.

Q Where do viruses come from originally?

A Viruses travel in company with other programs. In other words, on disks, though if you download programs with a modem you could pick up a virus that way.

Q How do I know if I've got one?

A Many viruses you wouldn't notice even if you had them. Some can damage data on your disks, make your machine crash or produce strange effects when you are running programs. There's a lot

more information on the effects of viruses in the following pages.

Q How do I get rid of a virus I've caught?

A You don't necessarily have to, but usually you can remove viruses from disks using virus hunter-killer programs. More details on these over the page, too.

Q How do I protect myself against viruses?

A Don't worry! It's incredibly easy to protect yourself against viruses. It may be as simple as just switching off your computer every time you play a new game. So long as you understand how viruses work, you'll know what to do. So read on!

THE LOCH NESS MONSTER, THE YETI AND MORE...

People are often afraid of viruses simply because they don't understand them. Here's some of the ludicrous myths that have arisen at one time or another about computer viruses...

1 'People can catch them.' I know this sounds incredibly stupid, but a popular American magazine did in fact run a scare story a year or so ago saying that people were in danger of infection from viruses in virtual reality systems. Don't worry, that's utter tosh.

2 'A disk with a virus can infect other disks if they are kept next to each other in a disk box.' This story was widely

believed by some students at a London college – until we laughed at them...

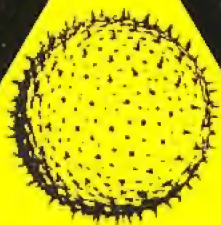
3 'Viruses from one computer can affect another computer.' Since viruses are programs, this is no more true than saying 'an Amiga can run programs from other computers' – it can't.

4 'Viruses can damage hardware.' No, no, no, no!

5 'A virus can live in a battery-backed-up clock.' This just ain't possible, because even though there is RAM memory there, it's simply not enough to be able to store a virus in.

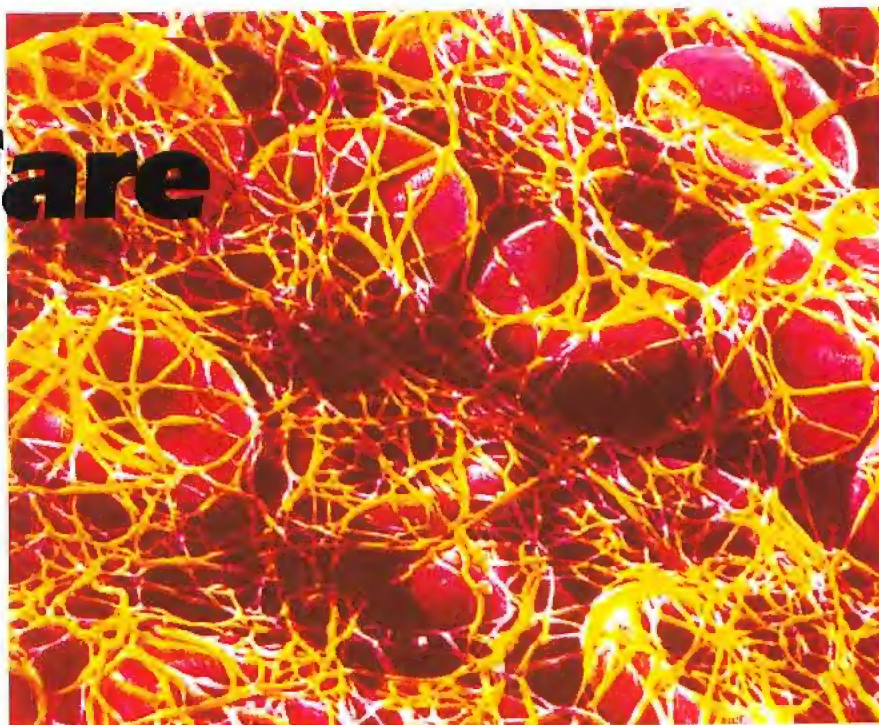


Germ Warfare



A computer virus can infect your Amiga if you

don't take the right precautions. So learn how to have 'Safe Computing' with **Pat McDonald's** protect-and-survive guide...



HOW DO VIRUSES work? In order for them to be able to spread, they must be able to infect any disks that you happen to insert. This means they have to patch themselves into the Amiga, while you carry on with your computing. They then hang around, waiting for fresh disks to infect.

Because viruses are programs, at some stage they have to be run through the processor. Viruses usually don't just hang around on a disk, hoping that you'll accidentally click on them. Instead, they disguise themselves as commonly used programs of the Amiga system. Once they are activated – this usually happens without any direct action on your part – they may copy themselves on to other disks as they see fit.

I say may copy, because some viruses are sneaky, and don't always infect a disk. Instead, they wait until the right moment (say when you are saving a file) to infect a disk. Others are less subtle, and infect all the disks they can. Some viruses cannot infect certain kinds of disk – others can infect any type. If you keep getting requesters saying that the Amiga needs a certain disk, then a virus may well be at work.

There are two very simple methods for stopping any virus from infecting more disks.

When you switch the machine off for a short space of time, all programs in memory are forgotten. If you do this before starting

any new disks, then a virus cannot spread. Furthermore, if you move the write-protect tab at the corner of all disks, then the disk cannot be written on and is virus-proof.

Real life isn't that simple though. For one

thing, serious users need access to many programs, and switching off in-between using them is really time wasting. Everyone needs to

YOU ARE NOT COVERED

If you suffer virus damage and suffer a financial loss to your business, you can claim compensation. If a virus wipes out your games collection then you get nothing. Tough old world innit?

THE TOP TEN MOST COMMON VIRUSES

1 The SCA was the first Amiga virus. Written by the Swiss Crackers Association (a bunch of pirates), it is capable of copying from bootblock to bootblock, so your games stop working.

2 The Byte Bandit infects disks when programs are accessed and it then crashes the machine. It can be bypassed, but it's better to use a hunter-killer to get rid of it.

3 The IRQ is a file virus. It usually infects the program which is listed first in the startup-sequence. Hunter-killers are the best way to deal with it.

4 The Lamer Exterminator is an especially vicious virus. As well as spreading fast it will destroy disks at the drop of a hat, writing the word Lamer all over them.

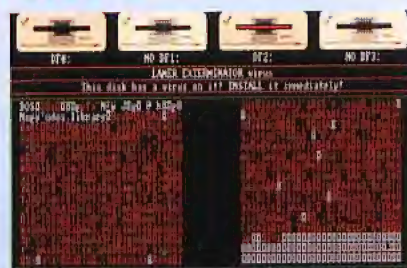
5 Revenge of the Lamer Exterminator is totally different – it's not found on a bootblock. It's a file with no name that inserts itself into a startup sequence. It was

first spread by a bulletin board, under the name *DOSSPEED*, a program supposed to speed up floppy disk access by 800 per cent – many gullible people have lost out.

6 Return of the Lamer Exterminator pretends to be a disk-validator file (it was the first recorded virus to use this method). It cannot infect game disks, it can destroy them and Workbench disks too.

7 The Saddam first appeared during the Gulf War. Again, it's a disk-validator virus, but a cunning one. It can encode disks so that the virus has to be present for them to work.

8 BGS9 is a file type virus. Once it has infected, it will display this message: 'A computer virus is a disease, Terrorism is a Transgression, Software Piracy is a crime, This is the Cure'. It's not that successful at attacking pirated disks, but it's a very persistent virus that needs a hunter killer to see it off. Hides as a blank file of 2,608 Mb length in the devs directory, so it's not too difficult to spot.



One of the infamous Lamer Exterminator viruses about to be destroyed.

9 The CCCP virus starts on a bootblock, but can infect disks by writing files on them too. Difficult to get rid, and a hunter-killer is the only real solution. Believed to have originated in the Eastern Bloc, when there was one.

10 The Travelling Jack is a real nuisance to hard drive users. It's very small, yet climbs deep down into the Amiga, to infect as many files as it can get access to. TJ can rapidly fill a hard drive under the right conditions.

SECRET LIFE OF A VIRUS WRITER

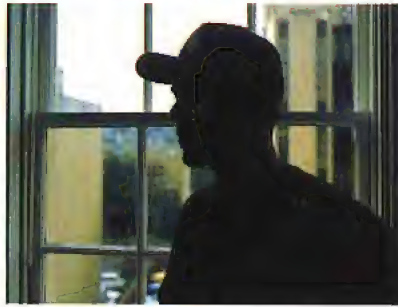
Viruses are programs, and so have to be written by programmers. By and large most viruses come from the Assembler or C compilers of dedicated programmers.

There is more to writing a virus than being able to program. In order to infiltrate the system, virus writers have to have at least a little knowledge of how the Amiga system works. Knowledge of which routines are used for reading and writing disks are vital if a virus is to be able to replicate and infect disks.

All virus writers are selfish. The degree of this varies – some are totally unhinged, believing themselves to be divine and everyone else as unworthy of attention. They seldom consider the consequences of their actions.

The motives of virus writers fall into three categories. First comes greed. Although there are no official cases of this on the Amiga, on the PC it's a fairly common for a virus to appear, demanding money be sent to a bank account or the virus will destroy all data. It seldom works if the user goes straight to the police.

The second, much more common motive is revenge or vandalism. Some



When a virus hits the headlines in a big way, that's when these sick people get a real thrill.

programmers get a kick out of destruction, especially if the intended victim is a new user who doesn't know how to protect themselves. Although no programmer of commercial software has ever admitted to writing a virus, some viruses show anti-piracy behaviour and just love to spread through pirated software collections.

The third motive is publicity. Virus writers almost never admit their activities, and so the only time they get to know of how successful their creations are is through the computer press.

save a file (even gamers need to save sometimes). But the worst problem is human laziness. Amigas, regrettably, are easily reset through the keyboard. Most viruses can survive this. Who can be bothered to set the protect tab or turn off the machine?

You'd better be, because if not you are right in the virus firing line. You may never suffer from one, but if you do, then a lot of your software may be destroyed. Even worse, if you are using your Amiga as more than just a games machine, then you could lose many hours' work in a very short space of time.

In many ways, gamers have it easy. A lot of games switch off the operating sys-

tem, which stops any virus dead in its tracks. Games which use the operating system (or parts of it, for loading and saving files) are susceptible to viruses though, so don't think you're totally safe.

Incidentally, the time you leave the machine off is important. Generally 30 seconds or so will suffice. A500 Plus users, however, need to turn off the machine for much longer periods – four or five minutes.

The reason for this is that these machines (and some others, like early A2000s) remember programs for a far longer time when turned off than other models of Amiga.

People who use the Amiga as a tool are better off with a selection of anti-virus programs. There is a range of these, some of which are listed in a box on this page. Which one is best depends on the situation, but there are three ways to fight viruses.

First are the system monitors, which check for viruses that are already operational in the machine. Second are the checkers, sometimes called hunter/killers, which can examine disks for viruses and zap them if found. Third are the doctors, which can attempt to repair disks damaged by viruses.

The most common variety of Amiga virus is the bootblock or limpet type. Whenever you boot from a floppy disk (turn on or reset your machine and put a floppy in the drive) the first thing the computer does is to read the first track of the disk – the bootblock – and execute it as machine code.

Normally, a bootblock is mostly empty, it just says 'Load and execute the startup-sequence as normal'. So there's quite a bit of space on a bootblock for a virus, which infiltrates the system, then executes the startup-sequence as normal. If a different disk is then inserted, the virus may copy itself on to the bootblock of that disk.

THE VIRUS SAFARI

For some people discovering and publicising viruses is a hobby. When a new strain is identified, it is posted to one of the programmers who write anti-virus programs. The organisation behind this is Safe Hex, founded by the legendary virus finder Erik Loevendahl Soerenson.

THE TOP TEN ANTI-VIRUS PROGRAMS

1 John Veldthuis' *Virus Checker* is updated to deal with new viruses, has a facility for checking the memory for viruses and can fix disks damaged by Saddam. Checks disks as you work, so is ideal for hard disk users. Shareware.

2 *Nuke!* is excellent for placing at the beginning of floppy disks that auto-boot. Checks the memory for viruses and disks for disk-validator and other types of virus. Also good at taking care of Saddam. Written by Pazza of LSD. Freeware.

3 *BootX* is excellent for recording the bootblocks of disks. If you run your disk collection through it and suffer a bootblock virus, you can wipe it off and put the original bootblock back. Shareware.

4 *Master Virus Killer 2.1* by Xavier LeClerq can cope with fewer viruses and is about a year behind the current crop of nasties. Originally released as shareware in the UK. Later versions of the program are commercial, and sadly, they are hard to come by.

5 *VirusX* by Steve Tibbet is one of the original hunter-killers. Version 4 used to be the standard anti-virus program. Sadly the program hasn't been updated to deal with new viruses. Shareware.

6 Jonathan Potter's *ZeroVirus III* introduced the brainfile idea, that is it can learn how to recognise new viruses. The problem is it doesn't work on Workbench 2, and so has fallen into disuse. Shareware.

7 *Zero Virus II* should have been made obsolete by ZV3. However, this version does work with Workbench 2. But it's not very good, and can recognise few of the more modern viruses. Shareware.

8 *Kill Da Virus 3* was one of the first combination packages. It can scan disks for bootblock viruses, get rid of BSG9s and early file viruses. Was regarded by those who understood how to use it. However, *KDV3* has a tendency to wipe custom game bootblocks. In competent terms it's a deadly tool but most people need something simpler. Freeware (I think).

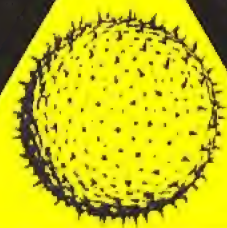


The Master Virus Killer is very easy to use and can cope with about 70-80 per cent of viruses.

9 On-Line's virus killer was released a year after the first incarnation of the SCA bootblock virus, and looks as if it has never been updated, but On-Line release free upgrades. Seems cheap until compared to a shareware or freeware product.

10 The Abacus *Virus Protection Toolkit* is a better commercial attempt. A full suite of utilities on disk to remove viruses and it correctly predicted the appearance of disk validator files, comes with two books on virus theory.

Bootblock viruses would not be such a major problem if it were not for the fact that a lot of games have their own personal, customised bootblock. If this is overwritten by a virus, then the game will simply not work any more. Which means writing off to the relevant software company in order to get a replacement game, costing you extra time and money.



Another common problem with games is that inexperienced people often mistake

games' bootblocks for viruses. It's easy enough to get rather spooked by messages like 'Unknown bootblock - could be a virus' when using virus-checker programs. Some early bootblock-investigation programs mistakenly identified normal game bootblocks as viruses! The moral of the story is: if it works, then leave it alone.

There are other types of virus that exist as files on a disk, just like any other computer program. They usually manage to infect other disks by making sure they are run from the startup-sequence (or a program that is already called from the startup-sequence).

Another method of infection relies on the virus actually replacing the disk-validator file that is found in the L directory of many

CD VIRUSES

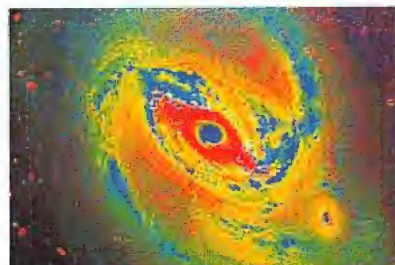
Is it at all possible for a virus to exist on CDTV? The simple answer to this question is no (files cannot be copied on to CDs using existing Amiga CD hardware). However this does not mean viruses might not sometimes crop up on CDs, because they might accidentally have been left there at the production stage, but this is very unlikely.

NATURAL EVOLUTION

Viruses on the Amiga do not cause the havoc and panic that they've done in the past. However, while old hands (who have probably suffered an SCA or Byte Bandit in their time) are safe, new users are often naive and their own worst enemies.

When your system suffers virus infestation, the natural reaction is panic, paranoia and fury. A cool head and a copy of *Virus Checker* will serve you a lot better, especially if you want to avoid re-infection. New bootblock viruses are getting pretty scarce these days, as all hunter-killer programs know when a bootblock is suspect. We can only hope that this does not mark the beginning of a new

breed of file virus that cannot be detected, copy at every opportunity and wipe hard disks at the earliest opportunity.



Bootblock viruses are fairly rare now - let's hope something worse doesn't come along.

Workbench 1.3 disks. This file is read and executed whenever a disk is inserted and Workbench is running.

Where precisely do computer viruses come from? Well it could be virtually any floppy disk that you happen to run across. Pirated games software most definitely has to be the number one source, for various reasons, but mainly because a lot of viruses are targeted specifically at pirates.

Pirated games are copied and recopied many times, enabling a virus to enter at any previous copy stage. It used to be the case that Public Domain libraries and bulletin boards were absolutely rife with viruses. While new viruses do break out and run rampage occasionally, in the main these areas have got wise to viruses and contain them by the use of the right virus-checking software. It's not very easy to check archived programs and data, but virus activity is definitely much less frequent on PD disks than previously known.

It's even more rare for a virus to be included in the duplication run of commercial software or (more often) a magazine cover disk. While *Amiga Format's* Coverdisks have

FAX VIRUSES?

Rumours continue to circulate of a virus which spreads through fax machines. Although no one in the *Amiga Format* office has observed this weird phenomenon, reports of strange behaviour from fax machines which regularly transmit to one another have become more common in recent months. We'll keep you posted if it does turn out to be true.

never had a virus on them, other magazines have. (Oh no. That's tempting fate). This is a serious victory for the virus writers, as thousands of copies of the same virus are activated simultaneously.

Sometimes, viruses are copied and altered, so as to defeat virus checkers which then cannot recognise the new strain. It is theoretically quite possible for this to happen naturally or by accident. But the current growth of the number of Amiga viruses does point to the fact that the virus-warped programmers are still busy creating and adapting virus programs.

THE TOP TEN ANTI-VIRUS TACTICS

1 Write protect all your floppy disks. Only take the write protect off if you need to save a file - and write protect the disk again when you have finished saving.

2 Check the write protect before you put a disk into a disk drive. This is the best anti-virus habit.

3 Do a hard reset in-between programs, that is turn the machine off and on. 30 seconds is enough for most machines, five minutes is necessary on an A500 Plus.

4 Go and get yourself a copy of *Virus Checker*, make sure it's the latest version. Run your entire collection of floppies (including your precious originals) through it. Don't erase anything until you are positive that it is a virus.

5 Get a system monitor. *Virus Checker* is a good monitor, but *Nuke!* is better if you are using floppies. Either leave it permanently on if you are a serious user, or run it occasionally to make sure your disks are not infected.

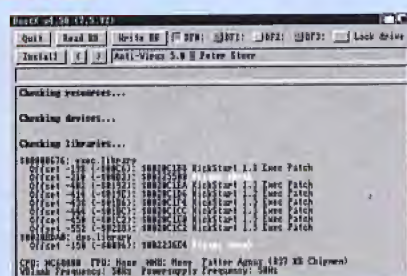
6 Avoid pirated software like the virus ridden, polluted rubbish that it is. It's also doing the industry no good at all.

7 Never ever be tempted to spread a virus, even to someone you don't like. The same virus may copy itself back to you, or you might get a much nastier virus in return.

8 Treat all new software as infected until you know it's clean from viruses - run it through a virus checker before you load it up. You can't be too sure!

9 Back up your boot blocks. Use *BootX* or *Virus Expert* to copy all the bootblocks of your game disks, so that, if a bootblock virus does strike, you can repair the damage.

10 If you still suffer virus damage, it's probably a new strain. Send a copy to Safe Hex International (0942 682205) clearly marking it as a probable new virus.



BootX, by Peter Steur is a little bit complicated for novices. You can find it on the Coverdisk!



VirusZ is very good at hunting viruses which hide inside compressed *PowerPacker* files.

NOW A FULL COLOUR HANDY SCANNER FOR YOUR AMIGA

AT AN UNBEATABLE PRICE!!

FOR ONLY
£199.99

- The NEW Datel Colour Scanner uses the Mustek 8 colour grey scale head to produce 4096 colour images.
- Several modes of operation are available to give 8, 16 or 32 different colour and Ham images as well as 16 grey scales.
- Scan update direct to the screen with direct scrolling and positioning of the scanned image.
- Full colour palette control with Gamma correction.
- Save IFF or Raw files of screen or buffer.

- Runs in 640 x 256 or 320 x 256 screen display.
- Unit plugs into expansion port of Amiga and does not require external power unit..

HIGH RESOLUTION BLACK & WHITE HANDY SCANNER AT AN EVEN LOWER PRICE!

NOW ONLY **£99.99**

- Package Includes Handy Scanner, Interface, Power Pack and Scan Edit IV software.

- NEW** IFF Buffer Save 1600 x 1024 pixels, dual buffer, scan matching & view Buffer.
- NEW** Unmatched edit/capture facilities & keyboard control not offered by other scanners at this special price.
- NEW** Full keyboard control of most functions.
- NEW** An easy to handle Handy Scanner featuring 105 mm scanning width & 400 dpi resolution enables you to scan graphics/text into your Amiga.

- NEW** Includes hard disk transfer to run under Workbench.
- NEW** Adjustable switches for brightness/contrast levels.
- NEW** Full sizing menu of scan area.
- NEW** Geniscan gives you the ability to scan images, text or graphics & even offers 200 Dpi Dual Scan Mode.
- NEW** Screen grid overlay & configure menu to save parameters. Icon menu to select functions.

- NEW** X, Y position readout & metric sizes.
- NEW** Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.
- NEW** View window and position control panel.
- NEW** Powerful partner for DTP that allows for cut and paste editing of images etc.

COMES WITH FREE PHOTON PAINT

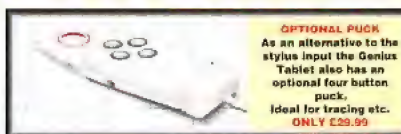
GENIUS DIGITIZING TABLET

ADD A PROFESSIONAL TOUCH TO YOUR DRAWING/CAD WORK

- With the Amiga Genitizer Graphics Tablet you can streamline the operation of most graphic or CAD programs.
- The Genitizer Graphics Tablet utilises latest technology to offer up to 100 dpi resolution at the tip of a stylus.
- Complete 9" x 6" digitizing area plus super accurate stylus combine to enable fast, accurate and easy control.
- Works by "mouse emulation" so the Genitizer will work with most packages where mouse input is the usual method - Deluxe Paint, Photon Paint, CAD Packages, etc.
- Supplied with a template for Deluxe Paint.
- Full easy to follow instructions.
- This is the input method used on professional systems - now you can add a new dimension to graphics/CAD.
- Fast input of drawing by "tracing" is made easy - plus "absolute reference" means you can move around the screen many times faster than by a mouse.
- The Genitizer fits in the serial port of your Amiga 500/1000/2000 and "co-exists" with mouse.
- Unlike a mouse, the Tablet gives absolute co-ordinates so that tracking and menu selections are possible from the tablet face.

- A pressure sensitive switch built into the stylus tip activates the Tablet overriding the normal mouse input. When you are not using the Tablet, you have normal mouse control.
- Complete system - Graphics Digitizer Tablet, Stylus, Deluxe Paint Template, Power Adaptor, Test Software, Interface Unit, plus Driver Program - no more to buy!

NOW ONLY
£129.99



OPTIONAL PUCK
As an alternative to the stylus input the Genius Tablet also has an optional four button puck.
Ideal for tracing etc.
ONLY £29.99

GOLDEN IMAGE OPTICAL REPLACEMENT MOUSE

... NOW A TRUE OPTICAL MOUSE! FOR THE AMIGA

- YES A FULL FEATURE OPTICAL MOUSE FOR YOUR AMIGA - THAT MEANS NO MOVING PARTS!
- Incorporating full optical tracking and counting - no ball so no problems with clogging, slipping, etc.
- High count output for very fine movement.
- Two button microswitch action.
- Comes complete with special "Optical Pad".
- Superbly styled - supersmooth shape moulded to fit the hand.
- Comes complete with moulded 9 pin connector. No more to buy!!

COMPLETE ONLY **£39.99**

GENIUS MOUSE

- High quality direct replacement for mouse on all Amigas.
- Teflon glides for smoother movement.
- Rubber coated ball for minimum slipp.
- Optical system counting - 500/mm.

COMPLETE WITH ALL ACCESSORIES
ONLY **£19.99**

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS
ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATTEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATTEL LONDON SHOP



222, TOTTENHAM COURT RD,
LONDON, W1. TEL: 071 5805460

DATTEL
Electronics
LIMITED



ACTION

THE WORLD'S CARTRIDGE IS

NOW WITH A MASS IN ROM OFFERING MK III

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

● SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK

Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos - reloads independently of the cartridge - even transfer to hard drive! Works with up to 2 Megs of Ram - even 1 Meg Chip Mem (Fatter Agnus).

NEW ● SUPER POWERFUL TRAINER MODE -

now with DEEP trainer. Even better than before - allows you to generate more or even infinite lives, fuel, ammo. Perfect as a Trainer Mode to get you past that "impossible" level. Easy to use.

● IMPROVED SPRITE EDITOR

The full Sprite Editor allows you to view/modify the whole sprite set including any "attached" sprites. PLUS A RANGE OF IMPROVED FEATURES.

● VIRUS DETECTION

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

NEW ● BURST NIBBLER.

Now this super disk copier program is built into Action Replay Mk III. Just imagine a superfast, efficient disk copier program at the press of a key - no more waiting.

● SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly in IFF format suitable for use with all the major graphic and music packages. Samples are displayed as screen waveform.

NEW ● PAL or NTSC MODES SELECTABLE -

Useful for removing ugly borders when using NTSC software. (Works only with newer Agnus chips).

NEW ● SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

NEW ● MANY MORE INSTANT CLI COMMANDS -

like Rename, Relabel, Copy, etc.

NEW ● RESTART THE PROGRAM

Simply press any key and the program will continue where you left off.

NEW ● FULL STATUS REPORTING

At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.

● POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

NEW ● JOYSTICK HANDLER -

allows the user to select Joystick instead of Keypresses - very useful for many keyboard programs.

● MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, demos, etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!

● AUTOFIRE MANAGER

From the Action Replay III preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

NEW ● IMPROVED RAM EXPANSION SUPPORT.

Now many more external Ram Expansions will work with all Action Replay III commands.

● DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

NEW ● FILE REQUESTOR -

if you enter a command without a filename, then a file requestor is displayed.

● DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

● BOOT SELECTOR

Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

NEW ● PLUS IMPROVED DEBUGGER COMMANDS -

including Mem Watch Points and Trace.

● DISKCODER

With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged' disks will only reload when you enter the code. Very useful for security.

HOW TO GET YOUR ORDER FAST!

TELEPHONE [24Hrs] **0782 744707** CREDIT CARD ORDERS

ORDERS NORMALLY DISPATCHED WITHIN 48 Hrs. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO...

DATEL ELECTRONICS

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT,
ST4 2RS, ENGLAND. FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATTEL
Electronics
LIMITED

DATTEL LONDON SHOW



222, TOTTENHAM COURT ROAD
LONDON, W1. TEL: 071 58064

ON REPLAY

MOST POWERFUL FREEZER-UTILITY
NOW EVEN BETTER!!

THE 256K OPERATING SYSTEM
A WHOLE NEW RANGE OF
FEATURES

STILL ONLY

£59.99

AMIGA A500/500+
FOR 1500/2000 VERSION £69.99

AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE
EXPANSION PORT OF YOUR AMIGA AND GIVES YOU THE
POWER TO FREEZE MOST ANY PROGRAM

NEW **SET MAP -**

allows you to Load/Save/Edit a Keymap.

● **PREFERENCES**

Action Replay III now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

NEW **IMPROVED PRINTER SUPPORT -**

including compressed/small character command.

● **DISK MONITOR**

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.



PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE
POWER!!

MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING...

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers!
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assemble/Disassemble - now with suffix names

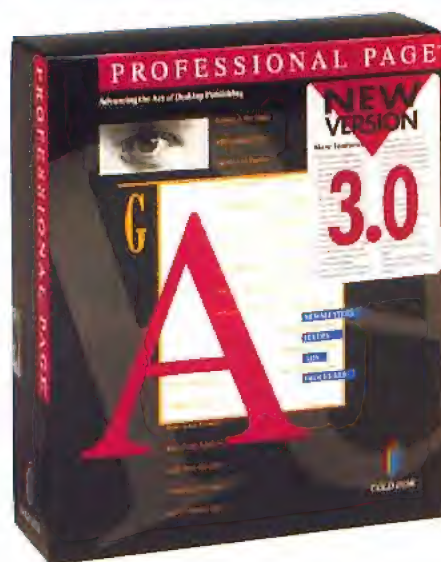
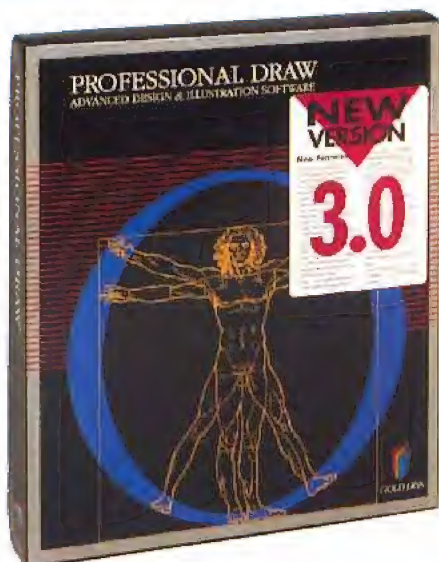
REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S
"FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT
- INVALUABLE FOR DE-BUGGING OR JUST THE INQUISITIVE!

WARNING 1988 COPYRIGHT ACT WARNING

Datel Electronics Ltd., neither condones or authorises the use of it's products for the reproduction of copyright material. The backup facilities of this product are designed to reproduce only software such as Public Domain material, the users own programs or software where permission to make backups has been clearly given. It is illegal to make copies, even for your own use, of copyright material, without the clear permission of the copyright owner, or the licensee thereof.



Unleash the Power!



The Publishing Team With The Genie Edge

Team work. Automation. Integration. Great concepts that haven't applied to desktop publishing, until now. Introducing Professional Page 3.0 and Professional Draw 3.0, two programs that through Genies* and our open linking architecture are re-defining the way you work. Genies automate everything from actually laying out newsletters and ads for you, to time saving functions like step and repeat and copy object attributes. A full set of Genies come with each program, to help you work better and faster. Plus you can make your own Genies to automate the things you do most.

Our intelligent hot-linking system lets you instantly take a drawing to Professional Draw 3.0 for editing, or take text to our Article Editor for speedy changes and spell checking. Link to Professional Calc* for instant tables or to Art Department Professional* for image manipulation. These links come free, and more are on the way. But you don't have to wait, because with our open linking architecture you can create your own links to any of the hundreds of programs that support ARExx. With Genies and linking, the possibilities are endless.

Professional Draw 3.0® - A New Standard In Illustration

We've added a number of hot new features that make it easier than ever to create high-res full color illustration, exciting type effects, and more. You get automatic linear and radial gradient fills. Type directly on the page and use AGFA Compugraphic or Type 1 fonts. Variable X-Y bolding & scaling. The PANTONE®** Colour Matching System is built-in. An improved Auto-Trace converts bitmaps. Auto-Tiling of large pages. Un-Do. A Free Clip Art collection, and more!

Magic Functions

Professional Draw 3.0 also features over 25 time saving Function Genies* like Step and Repeat, Style Tags for Objects, Copy Object Attributes, Make Avery Labels, Hot-link to Art Department Pro*, Rounded Rectangles, Polygons, and more.

Professional Page 3.0® - A New Standard In Publishing

With Professional Page 3.0 you get all the features you would expect from the leading publishing system for the Amiga. Adobe Type 1 font support, Irregular Text Wrap, Built-in PANTONE** Colour, a complete range of typefaces, Auto-Tiling, superior Colour Separations and more. Plus you get an Article Editor and spell checker that others make you pay for.

Automatic Layout

Page Genies* revolutionize desktop publishing by actually laying out pages for you. Answer a few questions and in just minutes you have a professional layout. Plus our new Function Genies perform over 60 functions like Mail Merge, Drop Caps, Drop Shadows, Step and Repeat, and more that will save you time and simplify your work. Plus you can write your own.

Join The Professional Publishing Team - For One Low Price!

Combine the power of Professional Draw 3.0 and Professional Page 3.0 and you'll own the ultimate publishing system for your Amiga. And for a limited time, you can join the team for less. Just £99.95† gets you Gold Disk's Unleash The Power publishing bundle of both Professional Page 3.0 and Professional Draw 3.0! Call today, this special offer is limited! Credit cards are accepted.



Get Them Both For £99.95! Call 0743 350551 Today!

Professional Page, Professional Draw, Professional Calc, and Gold Disk are trademarks of Gold Disk Inc. Professional Page and Professional Draw require a hard disk and 2MB RAM, to use Hot-link requires 3MB RAM. *Genies and marked links require ARExx. ARExx comes free with Workbench 2 or can be purchased at a reduced price with coupon inside Professional Page 3.0 box. **PANTONE is Pantone, Inc's check-standard trademark for colour. †Special £99.95 offer is limited, available while stocks last. Price excludes VAT of £18.46 and shipping charge of £5.50. Please make checks for £123.91 payable to Westpoint Creative Ltd.

November
issue on sale
October 22



Exciting news and reviews from around the world in this month's MBUK

WIN A CANNONDALE WORTH £925

This
and loads more
action for only
£1.95

- The World Championships
- Double trouble or double fun – defying gravity on duelling tandems
- Take our advice on warm winter gear – so you don't end up looking like a walrus
- Metrotrekking in Newcastle – why-aye pet!
- PLUS Isle of Skye – the most rugged landscape in Britain

Mountain Biking UK

Britain's best-selling bike magazine

MBUK is produced by
Future PUBLISHING

The Mouse Yoke®

At last you really can take control with this ingenious device.

The Mouse Yoke® does not need a game card or special items, it uses your own mouse for smooth and accurate control, unrivalled by some yokes costing over 3 times as much. More fun and less hassle for only

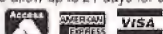
£24.95

Suitable for most computers inc. portables



RC. Simulations

Unit 1b Beehive Trading Estate, Crews Hole Road, St. George, Bristol BS5 8AY
Tel: (0272) 550900 Fax: (0272) 411052
If information only required, please enclose SAE quoting interest.
Prices exclude p.p. Please add £1.95
Please allow up to 21 days for delivery.



BUY YOUR SOFTWARE FROM US.

WE'LL BUY IT BACK!

MCS

MATRIX SOFTWARE CLUB

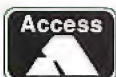
As a Matrix member you can choose from our extensive lists of the latest and the popular software with our absolute guarantee to buy them back. AND you don't have to pay until you've decided.

- TOP NAME GAMES, BUSINESS AND UTILITY SOFTWARE (sorry no PD or Shareware)
- NO COMMITMENT TO BUY
- SUPER FAST SERVICE • ESTABLISHED 1981
- OVER 2,500 MEMBERS

To find out about the unique Matrix money saving scheme call our 24 hour hotline 0920 484479

Or send a large s.a.e. stating your machine (IBM/PC 3.5", Amiga, Atari ST) for

Matrix Computing Services, Dept AMF12, 2 Frenchs Yard, Amwell End, Ware, Hertfordshire SG12 9HP



AMIGA REPAIRS JUST £44.95 inc.

VISA

- ★ Commodore registered
- ★ Over 10 years experience with Commodore computers
- ★ Up to 20 qualified technician engineers at your disposal
- ★ We will undertake to repair your Amiga 500 computer for just £44.95 including parts, labour, VAT and post & packing
- ★ Some computers can be repaired within 24 hours of booking in
- ★ Prices include full service check, overhaul, soak-test and replacement of power supply unit if necessary
- ★ Repairs to keyboard and disk drive also included (£15 extra if these units are unrepairable and require complete replacements)
- ★ All repairs covered by a 90 day warranty



Upgrade your Amiga from 512K to 1Mb of memory for just £13.00

SPECIAL EXCLUSIVE OFFER:

If you submit your computer to ourselves for repair, enclosing this advert along with just an additional £13, we will supply and fit a 512K memory expansion at no extra cost.

How to take advantage of this exceptional offer: simply send or hand deliver your machine to the workshop address detailed right, enclosing payment and this advert, and we will do the rest. (Important, please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5 else your computer will be sent back by contract parcel post.

WTS ELECTRONICS LTD
STUDIO MASTER HOUSE
CHAUL END LANE
LUTON, BEDS, LU4 8EZ
Telephone (0582) 491949 - (6 lines)

WTS reserve the right to refuse machines that in their opinion are beyond reasonable repair - normal charge applies.

DONKEY
KONG

GAME

CHOICE SOFTWARE GO62



The game that launched Nintendo into the public eye, cloned with subtle changes onto your machine.

Programming team Bignonia, long-time masters of bringing old C64 classics to life on the Amiga, have converted the game that introduced Mario to an unsuspecting world. All I can say of this is that it's got the average gameplay and lousy graphics of the original, plus quite good Amiga sound. It'll bring tears of nostalgia to the eyes of many people.

ACC 27
AMIGANUTS

MAG

Anyone for Assembler? The Amiga Coders' Club has been running for some time now, but in case there are still people hungry for some half-decent (and quite a lot of excellent) example source codes, this is the disk collection to go for.

Strangely enough, the menuing system is written in C. Each ACC disk is split into source code examples, documentation, letters and a smattering of more general issues to spice it up a bit. The source does everything from convert hex to ASCII, up to source for a *Defender*-type game. Sadly, it's still incomplete, but looking good.

Mark Meany and Dave Edwards are doing excellent things with the ACC disks and, if you want to see what you've missed in previous issues, this one has an index of the contents of all past disks. Oh yes, and there are a few new bits from a new contributor called Arcane Jill. The latter stuff includes details of some known bugs in *Devpac 3*.

WHITE
KNIGHT

GAME

SOFTWARE EXPRESSIONS



Although graphically very limited, *White Knight* has a lot of hidden design that makes it playable and almost fun.

Anyone still remember the *Shoot-Em-Up Construction Kit*? Widely hailed as being a tool for professional quality scrolling games, *SEUCK* has never been used

PD Update

Here's this month's succulent selection of new utilities, games and other software, all of which will cost you next to nothing. Your host, **Pat McDonald** brings you slap, bang and er, wallop up to date.

to better effect. This game looks the same and plays much the same as other *SEUCK* games. The difference is in the design of the stages. Each stage has safe routes and dangerous routes to find, exploit and avoid. The enemy positions and the landscape are well spliced together, leading to some tricky manoeuvring and backtracking.

In many ways it's a lousy game (not many colours, small screen, bad collision detection – all the hallmarks of *SEUCK*), but is still the most fun-to-play *SEUCK* game I've seen. It won't engross you for long, but at least some talent has gone into it.

WIZARD
WARS

NEBULA SOFTWARE

GAME

Sounds quite awful, but is really rather good. *Wizard Wars* pits you against up to four other players. The Amiga can control any of the players. Demonology is the name of the game – I've always believed in 'ologies, but summoning demons is not an academic subject I'd recommend.

Never mind the ethics, it's a challenging strategy game with just enough in the way of sound and graphics to get by. You have to beat the other guy, true, but



Trevor the demon has been blocked by a mountain range. Time to turn back and despoil somewhere else. *Wizard Wars* has many good aspects.

there are lots of forts, castles and cities to dominate with your demons too. There's also an elusive bug that sometimes crashes the game on WB2 systems.

Creating the demons is simplicity itself. Just click on arrows to tweak the strength, intelligence, move rate and manna (magic points) of the little blighters. These can only be taken as far as the Wizard's magic will

Continued on page 224

CLUMPY
ICONS

17 BIT 2202

DATA

Hmm, a disk stuffed with icons, ready to use to tart up your disk collection. All the icons have been designed with Workbench 1.3 in mind and, while many of them look all right on a 2.04 machine, some look very odd with WB2.

The different categories of icon are Specific, Disks and Drawers, Sound and Vision (that sounds familiar), NewSystem (Standard Workbench utility icons that have a CBM logo when clicked on), General and 101 uses.

The clever bit about this disk is that the artist, Robert Corradi, makes one condition about using the icon: if you use one on a disk, you must also include a small advert from Robert which asks for help on two of his special projects.

The first of these is an interactive database of comic characters that have been used in films. The hope here is that this little gem will find its place in the Museum of Moving Images in London.

The second project is a short cyberpunk film, for which Robert wants some decent musicians and a coder to write some funky screen wipes for the titles. If you're interested in helping the fellow out, or you want to lay your hands on some free icons, get this disk and you never know where your work could end up.



A fistfull of icons for all your data and programs. *Clumpy Icons* provides a very wide selection.



Subtle screen changes can affect just how good or bad an icon looks. It's all a matter of individual taste really.

ACT OF WAR GAME

17 BIT 2197

My word, this one shows promise. Heavily influenced by games like *Rebelstar* and, more recently, *Laser Squad* and *Space Crusade*, *Act of War* is a tactical battle game which abandons hexes and cardboard markers and gives you a map view instead. Each unit under your command can be turned, moved and fired.

There are three missions on each disk and there's not too much in the way of dull statistics. You can play two-player against a friend, or take on the computer – it doesn't play outstandingly, but it's competition of a sort. The aim is to tool up the units available and complete the mission, which usually consists of wiping out the opposition, but occasionally involves blowing up a strategic point.

There are three difficulty levels. Easy gives you the most cash and lets you see all the opposition facing you. Medium takes the cash down and introduces 'line of sight' rules – you have to be facing an opponent in order to see and shoot at it. The amount of cash available is very important. Some

of the weaponry is very poky, causing large explosions that wipe out the enemy *en masse*. Other stuff is handy, but only at short range – things like shotguns and rifles. Overall there are more than 15 categories of weapon, with the cost of each proportional to its effectiveness.

After taking up the predetermined start positions, you begin edging forward and blasting. If you've never tried this sort of wargame before, all I can say is that it's very appealing to a wide variety of masculine gamers and obviously features loads of violence.

It's shareware, so registering gets you a version without the annoying 'pay the fee' messages and also gets you a mission editor with which you can set up your own battles. However, there are a number of bugs in the program that often cause it to abort back to Workbench: if the keyboard is used for a mouse operation, or vice versa.

Happily, if you pay £10 then Dave Smith (the author) will send you the original Amos source code. Somebody help him debug this – it would be a major shareware game if only it didn't bug out so often. Although it has so-so graphics, the sound,

which is used with permission of Team 17, is very good – especially the sound of a magazine being slammed into a gun. This is my sort of game and I make no apologies for the fact it's buggy and a bit slow. A couple of updates and tweaks to the source and this has the makings of a classic shareware game. 'Scuse me, I'm off to cause some mayhem...



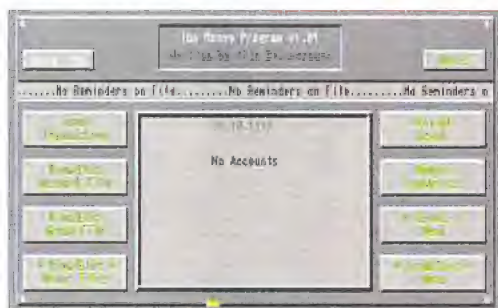
The human (bottom left) has the drop on two droids (one under the cursor). Fire the pulse rifle or toss a grenade?

allow. So you can either create lots of weak demons or a couple of real hellraisers. It requires Workbench and bit of fiddling to get it working on a 1.3 machine.

THE MONEY PROGRAM

ANGLIA PD B344

TOOL



No accounts, no cash flow, no reminders: I guess I'm skint again. Never mind, I accurately know how broke I am!

Home accounts anyone? This program has had a lot of work put into it to make it look and operate just right. TMP can keep track of up to 12 different accounts, recording the money transfers between them as your precious pennies go their separate ways.

The program is not unique by any means, but it has a good, simple layout that's very easy to pick up. An example file is included and, judging by the speed at which it loads, it's a pretty fast program for studying and managing your finances. The programmer (Alan Bilborough) has done a good job.

The secret is to set up expenditure accounts for things you buy often (groceries, bits for the car, whatever). Then see how you're buying a particular item and whether money can be saved by, for example, paying a bill by direct debit.

WWII HISTORY BOOK

ASGARD SOFTWARE

EDUC

In some ways this is similar to the Total Concepts educational series from CLR. It's a potted history of WWII, from the causes, through the major events and battles and up to the final conclusion. It covers some of the campaigns in fair detail, and has the occasional digitised or scanned picture to brighten things up a bit. The problem with this program is that it tries to fit five



The *WWII History Book* offers plenty of material like this. Although lacking in detail, it shows just what is possible.

years of history on to a single disk. Needless to say there's an awful lot of detail missing, but then a lot of people aren't really interested in the full story and just want the highlights.

The *History Book* is quite well designed, and has been set up using Gold Disk's *Hyperbook*. It's not perfect by any means (some of the material is very good, most is patchy) and you'll find far more to read on a disk magazine – but it's a step towards better education through computers. Give it a try – it might just inspire you to do your own *Hyperbook* presentations.

C MANUAL SOFTWARE EXPRESSIONS

TOOL

Just in case you haven't heard about the C Manual, I thought I'd better mention it. The C manual has been recently updated to 12 floppy disks crammed with tutorials and example programs, all in C. Although the C assumed is Lattice, you can use other, cheaper Cs (like the shareware North C or PDC).

Anders Bjerin, founder of the Worldwide Amiga C Club and author of the original manual, has had quite a lot of new material, so much so that the original three-disk set is now a 12-disk set.

I'd better not forget the most important thing. If you are having difficulty tracking this one down, it's part of the Fred Fish collection, disks 691-695. So if you know a supplier of Fish disks then you can save yourself a few bob on duplicating costs – the five disks automatically de-archive on to 12. Novice users would probably be much better off getting the set already de-crunch because some libraries re-crunch disks like this, making it rather tricky to get at the contents.

TOP 10 UPDATES OF THE MONTH

Every month we print a chart of the top 10 games and utilities from a popular PD library. This month it's the turn of...

SOFTWARE EXPRESSIONS

ALL PLUS COMPATIBLE

1.	PC Task	U152
2.	Anti Virus	6.04 U155
3.	AMOS cricket	G170
4.	Imploder version	4 U151
5.	DeluxePaint Tutor	U160
6.	Assassins Game Compilation 3	G178
7.	ElectricCAD Demo	U161
8.	Pools Tools	U173
9.	SupaFonts	U142
10.	Tank Attack	G180

WHERE TO GET THE DISKS IN THIS ISSUE

17 Bit: 1st Floor Offices,
2/8 Market Street, Wakefield, West Yorkshire
WF1 1DH. 0924 366982

Amiganuts United: 169 Dale Valley Road
Hollybrook, Southampton, SO1 6QX

Anglia PD: Anglia House, 115 Ranelagh Road
Felixstowe, Suffolk, IP11 7HU 0394 283494

Asgard PD: 20 Langdale Drive, Flanshaw
Wakefield, WF2 9EW 0924 363059

Choice Software: 144 London Road
Highfields, Sheffield, S2 4LT 0742 555894

Nebula Software: 42 Goldspink Lane
Sandyford, Newcastle Upon Tyne, NE2 1NR

Software Expressions: 44 Beaulay Road
Southville, Bristol, BS3 1AY 0272 639593

Asgard PD: 20 Langdale Drive, Flanshaw
Wakefield, WF2 9EW 0924 363059

Choice Software: 144 London Road
Highfields, Sheffield, S2 4LT 0742 555894

Nebula Software: 42 Goldspink Lane
Sandyford, Newcastle Upon Tyne NE2 1NR

Software Expressions: 44 Beaulay Road
Southville, Bristol, BS3 1AY 0272 639593

FREE! ZOO! PACK

WITH EVERY
AMIGA

500 or 600
FROM SILICA SYSTEMS

PLUS!
PHOTON PAINT 2
AND GFA BASIC

WORTH OVER
£265

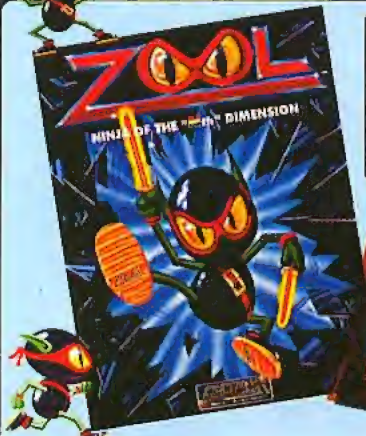
Silica is pleased to offer THE Software Pack of the Year FREE with every Amiga purchased. It includes the sensational new title ZOO! which has received rave reviews as the most original game ever seen on the Amiga.

ZOO! - "Knocks the socks off Sonic" - 97% - Amiga Computing - Nov '92
STRIKER - "Footballer of the Year - and no mistake..." - 94% - CU Amiga - June '92
PINBALL DREAMS - "It's quite simply superb" - 94% - AUI - Sept '92
TRANSWRITE - Premier word processor (UK version) with a 90K spell checker.

Plus, with every Amiga from Silica, we will give you Photon Paint 2 paint package and GFA Basic programming language. A total of over £265 worth of free gifts.

ZOO! PACK:
 ZOO! - platform title of the year..... £25.99
 STRIKER - soccer simulation..... £25.99
 PINBALL DREAMS - pinball simulation..... £25.99
 TRANSWRITE - word processor..... £49.95

PLUS!
 GFA BASIC v3.5 - programming language £50.00
 PHOTON PAINT 2 - paint package..... £88.95
£267.87



AMIGA 500 Plus CARTOON CLASSICS



PACK INCLUDES:

- 1x AMIGA 500 PLUS £299.99
- BUILT-IN 1.44 MB DRIVE FREE
- AS20 TV MODULATOR FREE
- THE SIMPSONS £24.99
- CAPTAIN PLANET & THE PLANETEERS £25.99
- LEMMINGS £25.99
- DELUXE PAINT II £70.99

PLUS! FREE FROM SILICA

- ZOO! PACK £127.92
- PHOTON PAINT v2.0 £89.95
- GFA BASIC v3.5 £50.00

PACK VALUE: £524.82
PACK SAVING: £525.82
SILICA PRICE: £299.00

We are pleased to offer the original 1Mb Amiga 500 Plus (Kickstart/Workbench v2.04), including a built-in 18-key numeric keypad and Cartoon Classics software at the unbeatable price of only £299. The Amiga 500 Plus can be upgraded, using any of the hundreds of peripherals that are now available, which include the award winning range of GVP hard drives. GVP peripherals can also provide PC emulation, additional RAM expansion, processor acceleration and extra hard drive storage space. There is also a wide range of expansions which give the A500 Plus higher resolutions and more colour and locking capabilities.

£299
INC VAT - AMC 0592

AMIGA 600

FREE!
ZOO!
PACK + MORE! - SEE ABOVE



The new Amiga 600 uses state-of-the-art surface mount technology, for maximum reliability and features a 3 1/2" floppy drive, mouse, TV modulator and smart card slot all as standard. The innovative smart card slot accepts games, ROM or RAM cards (from 1Mb up to 4Mb) and will take advantage of many future new developments. The very latest version of the operating system, Kickstart/Workbench v2.05 is used in the Amiga 600 and its enhanced chip set facilities include improved graphics resolution, increased lockstep support and the facility for up to 2Mb of chip memory. The Amiga 600 is fully compatible with the A670 CD-ROM Drive and Interface which will give it access to a full range of CDTV titles and audio CDs. The Amiga 600 is available from Silica in several configurations including a special 2Mb RAM upgrade optional extra - see the chart below.

AMIGA 600 COMPUTER WITH
FREE!
& DELUXE PAINT III
PLUS! FREE GIFTS
FROM SILICA

SEE PANEL ABOVE



A600 + LEMMINGS + DPAIN III
£299
INC VAT - Ref. AMC 0666

NEW! AMIGA 600 PACKS

WILD, WEIRD & WICKED

EPIC 'HARD DRIVE' PACK



The Wild, The Weird and The Wicked (WWW) is the title of Commodore's new Amiga 600 games pack. Priced at £349, it comes complete with Amiga 600 computer and mouse, plus a range of high quality entertainment software. For pack contents, plus a list of the FREE gifts from Silica with every Amiga 600, see the chart on the right.

£349
INC VAT - AMC 0649



For the more serious user, the £499 Epic Language Pack is based around the A600HD, the Amiga with 20Mb hard drive. It includes challenging adventure games and software for the linguistically minded! Details are shown on the chart on the right along with a list of the FREE gifts from Silica with every Amiga 600 purchased.

£499
INC VAT - AMC 0799

AMIGA 600 COMPUTER OPTIONS

- 1x AMIGA 600 + MOUSE, 3 1/2" Disk Drive, TV Modulator, Smart Card Slot
- 20Mb HARD DISK - Very fast, mass storage for programs and data
- DELUXE PAINT III - Award winning graphics and animation package
- LEMMINGS - Save the Lemmings as they drop into 100 screens of danger
- MICROPROSE GRAND PRIX - Racing Sim with all the thrills & spills of the track
- SILLY PUTTY - The playful arcade game of immense playability
- PUSH OVER - A game of puzzles. Can G.I. Ant save Colin Curly's Quavers?
- EPIC - A Sci-fi adventure. Can you guide a space fleet across the solar system?
- ROME - Your goal is to become Emperor in this role playing adventure
- MYTH - Can you stop the spread of evil and question the judgements of the gods?
- TRIVIAL PURSUIT (in 3 languages) - The great trivia quiz game for the Amiga
- WORD PROCESSOR + DICTIONARY (in 5 languages) - For creating documents
- 1 YEAR ON-SITE WARRANTY

PLUS! - FREE FROM SILICA

- ZOO! PACK - Four top Amiga titles - see panel above
- PHOTON PAINT v2.0 - An art package with numerous features & special effects
- GFA BASIC INTERPRETER v3.5 - A language for programmers of all levels

	NO HARD DRIVE	20Mb HARD DRIVE
LEMMINGS	WWW PACK	EPIC PACK
£299.99	£299.99	£299.99
£79.99	£79.99	£299.00
£25.99	-	-
-	£34.99	-
-	£25.99	-
-	£25.99	-
-	-	£29.99
-	-	£25.99
-	-	£19.99
-	-	£29.99
£127.92	£127.92	£127.92
£89.95	£89.95	£89.95
£50.00	£50.00	£50.00
TOTAL PACK VALUE:	£673.84	£734.82
LESS PACK SAVING:	£374.84	£385.82
SILICA PRICE:	£299	£349
2Mb RAM	PRICE OF UPGRADE TO 2Mb RAM WITH BATTERY BACKED CLOCK	PRICE OF UPGRADE TO 2Mb RAM WITH BATTERY BACKED CLOCK
	+£45	+£45
	RAM 0610	RAM 0610

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

SILICA SYSTEMS OFFER YOU

- FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- PRICE MATCH:** We normally match competitors on a 'Same product - Same price' basis.
- ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- £12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-309 0888.
- SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- THE FULL STOCK RANGE:** All of your requirements from one supplier.
- FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the 'Silica Systems Service'.

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
 Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening
TEL: 081-309 1111
 Fax No: 081-309 0808

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA
 Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening
TEL: 071-580 4000
 Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB
 Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night Thursday - 8pm
TEL: 071-629 1234
 Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
 Opening Hours: Mon-Sat 9.00am-5.30pm Late Night Friday - 7pm
TEL: 081-302 8811
 Fax No: 081-309 0017

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA
 Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening
TEL: 0702 462425
 Fax No: 0702 462353

To: Silica Systems, AMFOR-1292-80, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
PLEASE SEND A 64 PAGE AMIGA COLOUR CATALOGUE

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own?

**DOLLY MIXTURES
PACK 1 6**CYNOSTIC PD, DISK
D0414**DEMO**

One of the demo pictures from the *Dolly Mixtures Pack*. There's a message in there somewhere, I'm sure...

This weird and sometimes wonderful collection of demos was put together by Anarchy, a team of coders which is well respected in its field. No actual Anarchy code here, though, apart from the menu which displays a picture of Bertie Bassett playing a horrible rendition of the *Rainbow* theme tune (a joke, methinks...).

Most of the demos are advertisements for various bulletin boards, but the first, *Hypnautic Hammer* by Extensors, is a great exception. After a silent introduction to the demo, you are invited to 'Enjoy the mindtrip'. Not being a fan of techno music and the general rave scene, I wasn't really looking forward to that prospect. How wrong could I be...

The demo consists of a powerful piece of hardcore music which uses some high quality samples. Along with the music comes a long loop of graphics which are tightly synchronised to the music. The visuals all involve a stroboscopic element, which makes it ideal for a party in a dark room (especially with the volume turned right up), but seriously mind-altering if you sit glued to your monitor screen.

The most impressive part of the demo, though, is a short animation which shows a man's head first looking left, then right, with some very fast-colour cycling providing a strobe effect. Because it's all in time with the music, it's quite gob-smacking.

On a more serious note, if you suffer from any form of epilepsy, steer well clear.

PD Demo Zone

Andy 'Nutts' Nuttall has spent an agonising month viewing the onslaught of animations and demos that have arrived from libraries all over the country. We have managed to drag him away from his Amiga monitor, though, to come and write a few words on what's impressed and distressed his critical eye so far...

**LEMMIN'S
REVENGE**VIRUS FREE PD, DISKS
2935 & 2936**ANIM**

I'm not too sure about this one. I was very impressed with Roddy's efforts last month, with *Duncan the Dung Beetle* and the *Kingfisher* animation. This time he's taken a popular animation, *Lemming's Revenge* by Eric Schwartz, and messed around with it to produce 'a tribute' to the other animator. Hmm.

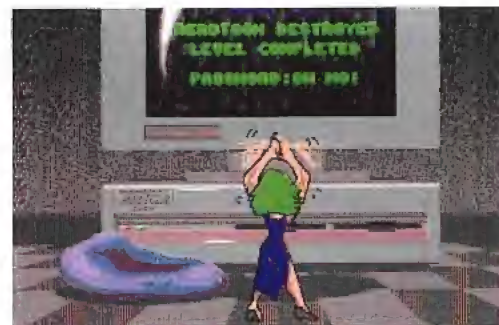
It's only a personal opinion, but I reckon that it's OK to make a tribute when you produce your own work in somebody else's style, but when you actually pull bits of other people's code out of their animations and use it in your own, that's another thing entirely.

That's not to say that all of it's copied - there are some original bits; but the difference in quality between the two animators' styles is immediately apparent. Schwartz's lemmings are cute, simplistic and full of life, whereas McMillan's are, like *Duncan the Beetle*, a little too detailed and overdrawn.

Sorry Roddy, but you can't expect to become a world-renowned animator overnight. It takes time, so stick to your original ideas for a while before you start using other people's styles. Concentrate on making them as fluid and cute as possible, be patient, and soon you will be recognised as an original animator. This kind of stuff isn't going to help you at all.



Ah yes, the poor lemming falling from another dimension. Ring any bells? Yes, I thought it might...



Like the previous screen, these graphics were 'borrowed' from a Schwartz demo. Even kept the VR chair, I notice.

SPEEDLIMIT

17 BIT, DISK 2217 A-C

ANIM

The last demo here is another by up-and-coming animator Craig Collins, who produced the excellent *Dolphin Dreams* ray-traced animation featured in last month's issue.

Here, Craig has used *ShowANIM* to produce a 2Mb animation which shows *Tron*-style motorbikes racing around the streets of a futuristic city. The bikes are taking part in an illegal race, so the police

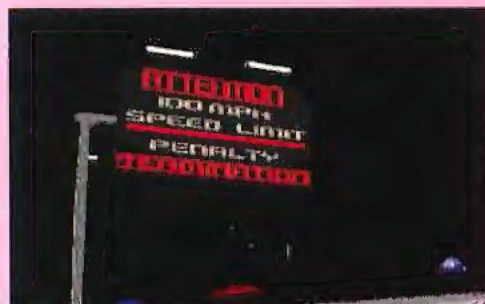
have devised a special type of bike to try and catch them. Their bikes morph into any shape, in true *Terminator 2* style.

To trap the racers, one of the police bikes morphs into the shape of a brick wall in the middle of the freeway. The racing bikes crash headfirst into it, then the police bike returns to its original shape before speeding away. A strange idea, but quite an original one.

The animation is nicely realised, with an excel-

lent use of graphics, but it would definitely benefit from the use of a storyboard. I know it's difficult to cram good animation and a good story into 2Mb of memory, but the ideas are just a bit too vague for comfort. Some sound effects would also be a good idea, just to add that little extra atmosphere.

That's not intended as a drastic criticism, though, because the animation is very impressive overall. Craig Collins is definitely a name to watch out for in the future.



Larger-than-life signs tell the riders just what the speed limit is, and exactly what'll happen if they break it...



Tron-style bikes fling their way around the highways of the future. Can't think where the rider sits, though.



Isn't it always the case that when there's a police chase in movies, there's never any other traffic on the road...

FED UP WAITING?

JUST ADD £2.00 TO YOUR TOTAL
ORDER FOR A GUARANTEED
* NEXT DAY DELIVERY TO YOUR DOOR

(* ORDERS MUST BE PLACED BEFORE 3.30pm excluding weekends)



COMPUTER MATES (UK) LTD.

All disks can be supplied
formatted and ready to use for any IBM
machines for as little as 4p per disk

CHEQUES/POSTAL ORDERS TO:
COMPUTER MATES (UK) LTD.
PINWOOD STUDIOS, IVER HEATH
BUCKS, SL0 0NH



TEL: 0753 553535 (3 lines) FAX: 0753 553530

ALL PRICES INCLUDE V.A.T. & DELIVERY

MITSUBISHI BRANDED DISKS				
BOX/10	5.25" (360K)	5.25" (1.6 Meg)	3.5" (1 MEG)	3.5" 2 MEG(1.44)
	5.00	7.00	7.00	12.00

LOOK! Great deals on Mitsubishi 3.5" Branded Disks

- 5 Boxes MF2DD (50 Disks) ..Only £26.00
- 10 Boxes MF2DD (100 Disks) Only £50.00
- 5 Boxes MF2HD (50 Disks) ..Only £45.00
- 10 Boxes MF2HD (100 Disks) Only £88.00

+ 20% OFF ALL STORAGE BOXES WITH ABOVE DEALS

PROMOTIONS
WHERE IT COUNTS
IN YOUR POCKET

NEW JUST APPOINTED DEALER

DATA CARTRIDGES

GOLD MASTER BRANDED 2 FOR 1 LIFE TIME WARRANTY		
	1 MEG MF-2DD	2 MEG MF-2HD
1 BOX	6.50	13.00
2 - 5 BOXES	6.00	12.50
6 - 10 BOXES	5.50	12.00

DC300A.....£17.05	DC6320.....£24.00
DC300XL.....£17.50	DC6525.....£28.00
DC300XLP.....£15.50	DC1000 10Mb.....£16.50
DC300EXL.....£18.70	DC1000 20Mb.....£16.50
DC600A.....£15.50	DC2000.....£13.50
DC6150.....£17.50	DC2080.....£16.50
DC6250.....£24.00	DC2120.....£16.50

QUANTITY DISCOUNTS: PLEASE CALL OR FAX

3.5" MITSUBISHI BULK MEDIA LIFE TIME WARRANTY

	DSDD	DSHD
50 Disks	£21.00	£32.50
100 Disks	£40.00	£63.50
200 Disks	£75.00	£125.50
500 Disks	£175.00	£295.50
1000 Disks	£329.00	£580.50

INCLUDES LABELS

NOTE: The above disk are based on > 55% clipping level,
cheaper disks are available - please call.

COMPUTER MATES BRANDED DISKS

2 FOR 1 LIFE TIME WARRANTY

3.5" DISKS		COLOURED	
	DSDD	DSHD	
50 Disks	£23.00	£35.00	£27.00
100 Disks	£45.00	£69.00	£50.00
200 Disks	£85.00	£137.00	£90.00
500 Disks	£200.00	£325.00	£210.00

SPECIAL OFFERS THIS MONTH

LOOK SAVE YOUR EYES

- 12" or 14" COLOUR OR MONO FILTER SCREEN
SAVE YOUR EYES.....Only £13.99
- Optical Glass Filter 14".....£25.00
- Optical Glass Filter 20".....£35.00
- 12" or 14" TILT & TURN WITH HANDY KNOB
MONITOR STAND.....£15.95

PRINTER STANDS 5 DIFFERENT TYPES

- PRINTER STAND (Feet)
- 80 or 132 COLUMN.....£8.00
- IBM PRINTER LEADS.....£5.00
- JOYSTICKS ALL MACHINES P/C

- LABELS 5.25" OR 3.5" (5.25" WITH W/P)
- 100 £1.00, 1000 £8.00. SINGLE OR MULTICOLOUR AVAILABLE

PRICE BREAKTHROUGH ON HAND HELD VIDEO GAMES



GAMES AVAILABLE AT ONLY £12.99

P.52 Sea Battle, Grand Prix,
Challenger Tank, Brain Power,
Carrier, Linear Racing, Super
Block, Snake, Hashblock/Eagle-
plan, Honey Bee, Space Fighter,
Alien, Tennis Pro, Olympic
Trails, Police Bust, Pacboy,
Block Buster

SPECIAL PACK OFFER

BUY 4 GAMES - CHOOSE ANY
OTHER TITLE FREE

£39.99
inc.

- SUPPLIED WITH:
- * CRYSTBALL GAME
- * BATTERIES
- * STEREO EAR PHONES

5.25" BULK DISKS Packed in 25's with Envelopes, Labels, Lifetime Warranty

	48tpi	96tpi	HD
25 Disks	£8.50	£8.75	£12.00
50 Disks	£16.00	£16.25	£23.00
100 Disks	£28.00	£27.25	£36.00
1000+ PLEASE CALL			

MICE/TRACKERBALLS

PS2 MOUSE.....£21.00	
AMIGA/COMMODORE.....£19.00	
ATARI MOUSE.....£19.00	
ATARI/AMIGA TRACKBALL.....£22.00	
MOUSE MAT.....£2.50	
MOUSE POCKET.....£2.50	
MOUSE STAGE.....£10.00	
MOUSE MAT HARD.....£3.50	
PAPER TRIMMER.....£5.00	

COMPUTER DESK...£90.00



COMPUTER CHAIR...£40.00

QUICKSHOT JOYSTICKS

MULTI SYSTEM	
QS11A Turbo 2.....£9	
QS149 Intruder 1.....£25	
QS128F Maverick 1.....£14	
QS155 Aviator 1.....£27.50	
QS131 Apache 1.....£7	
QS130F Python 1.....£9.50	
QS127 Starfighter Pair Remote Control.....£36.50	
NINTENDO	
QS130N Python 2.....£9.50	



Up to £3.00 OFF above Joysticks with another purchase above £15.00

STORAGE BOXES

3.5" DISK CAPACITY	5.25" DISK CAPACITY	STACKABLE BOXES
140.....£11.50	140.....£9.00	Disk Name Cap
120.....£9.50	120.....£8.50	3.5" Banx 80.....£12.99
100.....£7.90	100.....£7.50	Dual Banx 5 130/180.....£14.99
80.....£7.50	50.....£6.50	3.5 Bimby 200.....£18.99
50.....£6.50		5.25 Bimby5 200.....£18.99
40.....£6.00		

BIMBY BOXES CAN ALSO HOLD 3 2.8" VIDEO TAPES, CARTRIDGES
ALL ABOVE BOXES LOCKABLE + 2 KEYS.
£2 OFF BOXES WHEN ORDERING 100 BULK DISKS OR MORE
3.5" or 5.25" 10 Cap.....£1.50, 5 Cap.....£1.15, 1 Cap.....50p
Cardboard Disk Masters.....£150/1000 or £25/100

DUST COVERS

AMIGA/ATARI.....£6.00	
12" or 14" MONITOR.....£6.00	
80 or 132 PRINTER.....£6.00	
LAZER PRINTER.....£6.00	
84 or 102 KEYBOARD.....£6.00	
TOWER CPU.....£6.00	

DUST COVERS FOR MOST
SYSTEMS - PLEASE CALL

CLEANING ACCESSORIES

MINI VACUUM CLEANER.....£7.00	HEAD CLEANER 3.5" or 5.25".....£2.50
MONITOR CLEANING SOLUTION.....£3.00	ALL THE ABOVE & MORE.....£11.00
3" CLEANING KIT.....£3.00	

DATA SWITCH BOXES

CENTRONICS OR SERIAL.....15.00	2 WAY.....15.00
4 WAY.....20.00	DATA SWITCH LEADS .8.00 each

COPY HOLDERS

A4 Desk Top Anglepoise.....£15.99	Paper Clip Monitor Side.....£4.00
A4 Anglepoise G-clamp.....£15.99	Paper Clip Monitor Top.....£5.00
A4 Desk Top.....£8.00	

LOOK!

VIDEO TAPES, £180, LIFETIME WARRANTY, 3 HOURS
10 FOR £20; 50 FOR £90

RETAIL PACKED BLUE BOX DISKS

ALL BLUE BOX DISKS ARE COMPLETELY PACKAGED IN BLUE PRINTED
CARDBOARD BOXES WITH LABELS. 100% GUARANTEED FOR LIFE

3.5" 720K-880K	3.5" 1.44 Meg	5.25" DISKS
MF-2DD 10's 1 Meg	MF-2HD 10's 2 Meg	M-2D 48TPI 360K
1 Box.....£5.00	1 Box.....£8.50	1 Box (10).....£4.00
MF-2DD 30's 1 Meg	MF-2HD 30's 2 Meg	M-2DD 96TPI 720K
1 Box (30).....£14.00	1 Box (30).....£21.50	1 Box (10).....£4.75
BAMBI-2DD 1 Meg	BAMBI-2HD 2 Meg	M-2HD 1.6 Meg H/D
25 Disks in 25 Capacity	25 Disks in 25 Capacity	1 Box (10).....£5.00
Storage Box	Storage Box	
1 Box.....£14.00	1 Box.....£21.00	

10% DISCOUNT GIVEN ON
10 BOXES OR MORE

CALL SAM OR PAT NOW! ON 0753 553535

FED UP WAITING?

ALL ORDERS ARE NORMALLY DELIVERED TO YOU WITHIN 48 HOURS



PERFECT PORTRAITS

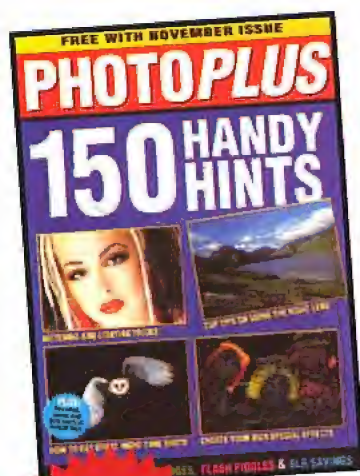
Become a portrait specialist – armed with just one flash gun! Discover how you can use light to your advantage.

Create dramatic and mysterious effects with silhouettes. We show you how in the Photo Plus workshop.

On show: the most stunning slides from the Royal Photographic Society's International Exhibition



PLUS
We review Nikon's amazing new F90, while three reader panelists give their verdicts on the Minolta Dynax 9xi



PLUS FREE! WIN

How can a plastic bag, a black card or a park bench help you take better photos? You'll find these, and 147 other ways to improve your photography, in our stunning 32-page supplement.

Over £2,000 of state-of-the-art prizes

On sale October 22nd Only £1.95

Future Publishing is launching a sister title to PHOTOPLUS -

CAMCORDER PLUS



Packed with buying advice and expert tips on sound recording, lighting and editing. Camcorder Plus is the essential guide to choosing and using camcorders. First issue on sale Thursday, December 3. Order your copy today!

FORGOTTEN

DEMO

17 BIT, DISK 2215

Slideshows come and slideshows go, and generally once you have seen one you've seen 'em all. This particular offering from Mirage, however, is one of the most impressive shows that I've ever seen. Comprising a mixture of hand-drawn and scanned artwork, the whole package just oozes quality, from the use of colour down to the slick way it's presented.

The first screen to appear is a menu in the form of an open book, which shows a glimpse of each picture on the right-hand page with the title on the left. Three of the pictures are displayed at any one time, and they may be scrolled up or down using the mouse pointer.

The tasters for each picture immediately hit you, and entice you to load the full screen in or use the option to view them all. When you choose an option, the desired picture is displayed via one of a number of 'wipes', that is to say that different pictures appear in different ways.

There are eight pictures crammed on to the disk, and each displays a different style of artwork. One of them, *Abraxas - The Guardian of the Universe*, looks like an advert for a feature film. It depicts two human faces: one is screwed up in terror, the other is a type of steel-jawed He-man, who could have just stepped off the cover of Stephen King's book *The Gunslinger*.

Then there's *Bitch of the Beasts*, which is another fantasy drawing. This shows a naked woman's reflection in an oval mirror with a very surrealistic frame. It's about this time when you realise that the artist, Danny, is very good at drawing human features, so faces crop up quite often. Part of the mirror joins with the woman's leg, and her cloak flows through to the front of the mirror, making it look as though she's walking through the mirror from the other side...



The best of a great bunch of pics, *Kingdom of the Knights* uses colour to a very dramatic effect.

Fourth is *The Flute and the Thief*, which has the god Pan playing his pipes while - yes, you guessed it - looking at a naked young lady kneeling on her bed. Mind you, he is the god of Lust and all things sordid, so what can you expect?

The last piccy I'm going to describe is the one which I consider to be the best. *Kingdom of the Knights* is a super-bitmapped image, which means that it takes up an area about three times larger than the normal screen. The scene shows two knights in full battle dress posing in front of a beautifully drawn Pegasus, with two fire-breathing dragons rising out of the water on either side.

This is a superbly drawn, awe-inspiring demo (with some epic music to boot) which should be begged, stolen or borrowed at all costs. You could even get it from a PD library, if you're lucky....



Abraxas, the Guardian of the Universe, is portrayed as a steel-jawed hero in a similar style to the *Gunslinger*.



OK, so it's not a brilliant likeness, but this is only the title page - the rest of the demo is more cartoon-like.

BOND'S LAST STAND

ANIM

17 BIT, DISK 2211

This is an unusual type of animation, which begins seriously but quickly moves into the realm of the hilarious. Starting with a picture of James Bond in his 'ladies man'-type pose, it moves on to the usual Bond film beginning, with the action viewed through the barrel of a gun.

Bond walks in from the right, holding his gun, and when he reaches the centre, he turns and shoots. Normally at this point the screen turns red to signify that the person has been shot, but in this case - nothing... Bond misses with his first shot, and his second. After taking a quick look around, he lets off another

few rounds, and then it's our man's turn to shoot. Fortunately his aim is slightly more accurate, and he manages to blow off one of Bond's arms off. The second shot rings out, and then bang goes his other arm. This is where all my memories come flooding back of the *Monty Python and the Holy Grail* film with The Black Knight leaping up and down, completely armless (sic), and threatening to bite King Arthur to death! Ah, great times.

Anyway, back to the story. The final shot takes out Bond himself, and reduces him to a pile of rubble on the floor - from which comes a quivering white flag.

Great graphics, well thought-out storyline, and good use of sound samples. Grove, the writer, is on 'Q' for a sure-fire winner with this one.

WILDFIRE

CYNOSTIC PD, DISK D0379

ANIM

Another megademo which is similar in style to the one by Extensors featured earlier. This is by Wildfire, and features a powerful rave-style soundtrack which is backed up by some flash mind-bending graphics. The graphics are all synchronised to the music, but when they're not moving they look a little dull, so we haven't included a screen shot here.

This demo comes in three stages: an introduction to the coders with some iconic pictures of them - routine stuff; followed by the main bit of music which techno-freaks will love; and lastly the end credits accompanied by some peaceful music to finish off on a temperate note. Not exactly deep and meaningful, but a well-presented demo which makes good use of samples.

TOP TEN DEMOS OF THE MONTH

Just so that you know what's in and what's not we ask a Public Domain library to tell us the numerical order of the flavours of the month...

CYNOSTIC PD

1.	Human Target	D0163
2.	Hardwired	D0159
3.	Wildfire	D0379
4.	Dolly Pack 16	D0414
5.	AM/FM 8	D0018
6.	Stolen Data 9	D0553
7.	The Final Frontier 3	D0003
8.	Mangad	D0407
9.	Ray of Hope 2	D0533
10.	Point Blank	D0512

WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC PD: 85 Wyken Croft, Coventry, CV2 3AD. 0203 613817

17 BIT: 2-8 Market Street, Wakefield, West Yorkshire WF1 1DH. 0924 366982

VIRUS FREE PD: 31 Faringdon Road, Swindon, Wilts, SN2 2LS. 0793 512321

High-powered desktop publishing at a price you'll be powerless to resist!



Unleash the full text and graphic capabilities of your Amiga.

The Publisher, at only £49.99, is as powerful as packages which cost four or five times the price. While The Publisher ColorPro, at £149.99, offers stunning APEX™ colour separations - unparalleled in the entire DTP industry. Whether you are a first-time user or a seasoned professional, you will be amazed by the ease and extensive range of features offered by The Publisher.

FREE PostScript™ Interpreter turns your dot-matrix, ink-jet or laser printer into a powerful PostScript printer!

UNRIVALED OUTPUT

Produce high-quality Linotronic masters on film and paper in up to 256 shades of grey and at resolutions as high as 2540 dots per inch - on pages sizes right up to 20" by 20".

ULTRA FAST OPERATION

There's no waiting around with The Publisher. The screen refresh rate and processing speeds are arguably the fastest on any computer platform.

FANTASTIC FONT SUPPORT

Apart from full support for Adobe™ Type 1 fonts, direct support for thousands of Macintosh™ and IBM-PC™ Type 1 fonts are also available - with type sizes from 3 to 2,000 points.

SUPERB SPECIAL EFFECTS

Create eye-catching, non-rectangular text boxes and implement text wraparound, drop caps and drop shadows with ease. Rotate text and graphics a full 360° in 10° increments. Expand, compress, magnify, and mirror any text or graphic element in seconds.

UNMATCHED VERSATILITY

The Publisher supports a wide range of word processors and will import almost all graphic formats.

CHANGE TO COLOUR

If you want all of the above features plus full colour, then the only choice is The Publisher ColorPro. At £149.99, this sophisticated package features stunning APEX colour separations, fractal PostScript backgrounds, true PostScript screen preview and more! It puts your Amiga right at the top producing the ultimate in colour desktop publishing.



THE Publisher
PAGE LAYOUT

Superior software from

THE DISC COMPANY

THE Publisher color
PAGE LAYOUT



Outstanding Upgrade Offer!

Kindwords, Pagesetter, Maxi-Plan, Professional Page, Pagestream, Publisher's Choice and Home Office Kir users:

Yes, I want to transform my Amiga into a powerful desktop publishing system for the outstanding upgrade price of just £29.95 for The Publisher, or £89.95 for The Publisher ColorPro. To qualify for this offer, I am returning my original disks or manual cover.

Name _____

Address _____

Town/City _____

Postal Code _____ Country _____

Daytime Phone _____

Credit Card Number _____ Expiry Date _____

Signature _____

Send me _____ The Publisher at £29.95 each inc.
VAT + £3 shipping charge £ _____

Send me _____ The Publisher ColorPro at £89.95 each inc.
VAT + £3 shipping charge £ _____

TOTAL £ _____

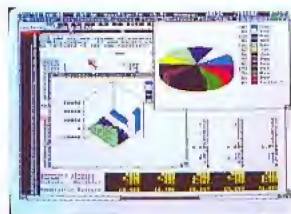
Cheque, Visa, Master Card, EuroCard, Switch and Money orders are accepted. DO NOT SEND CASH. Make cheque payable to: The Disc Company (UK) Ltd.

Send to: THE DISC COMPANY (UK) Ltd., C/O IMEDIAT, B3, Edison Road, St. Ives, Huntingdon, PE 17 4LF, United Kingdom. Allow three weeks for delivery.

For additional information, demonstration disks, or brochures, visit your Amiga dealer or phone 010-331-49109995. Fax 010-331-47611746.

Minimum requirements: 1.5 MB of memory and two disk drives; Amiga KickStart and Amiga Workbench 1.3 or higher. All trademarks acknowledged. PE 17 4LF, United Kingdom.

Make your Amiga more intelligent and see your bright ideas blossom!



See all of your plans come to perfection with MaxiPlan4. This upgrade of Amiga's best-selling spreadsheet is more than an improvement, it's a real revelation.

FANTASTIC FEATURES

For financial analyses, database lists and marketing research, MaxiPlan4 has it all. More charts, graphs and presentations. More eye-catching colours. More macro commands. You can create up to 50 charts per spreadsheet in a faster, friendlier environment. With everything from user-definable page breaks to file linking and various data viewing modes.

MORE FOR LESS

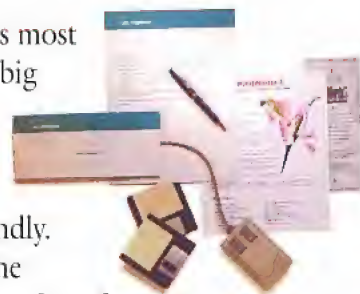
A list of each and every benefit would simply take up too much space. But one fact is immediately obvious.

At just £49.99*, MaxiPlan4 makes your money - and your ideas - go far further. It all adds up to yet another hit from The Disc Company.

KindWords3 gives Amiga's most popular word processor a big boost. This new version is faster, more

powerful and fantastically friendly. Incorporating the incredible Human Interface

Protocol™, it works harder for you, so you don't have to work so hard.



OVER 25 MAJOR IMPROVEMENTS

Get to grips with words and graphics instantly. Advantages include automatic text wraparound for pictures. Import from all graphic file formats of any colour or resolution. Up to 255 fonts are available, including high density printing fonts. There's also on-line help, a WYSIWYG display ... and much more. While a digital clock keeps track of time.

PERFECTLY PRICED

So what's the price of this superior software? That's the best news of all: only £49.99*. Which proves that the best really can cost less!

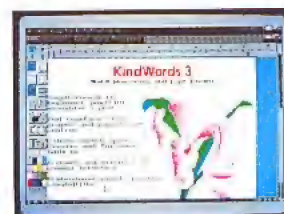


MaxiPlan4
SPREADSHEET

Superior
software
from

KindWords3
WORDPROCESSOR

THE DISC COMPANY



Outstanding Upgrade Offer!

Yes, I want to make my Amiga more intelligent, at the outstanding upgrade price of £19.99. To qualify for this offer, I am returning the original disks or manual cover from my current word processor or spreadsheet program.

Name _____
Address _____
Town/City _____
Postal Code _____ Country _____
Daytime Phone _____
Credit Card Number _____ Expiry Date _____
Signature _____

Send me _____ MaxiPlan4 at £19.99 each inc. VAT + £3 shipping charge £ _____

Send me _____ KindWords3 at £19.99 each inc. VAT + £3 shipping charge £ _____

Cheque, Visa, Master Card, EuroCard, Switch and Money Orders are accepted. DO NOT SEND CASH. Make cheque payable to: The Disc Company (UK) Ltd.

Send to: THE DISC COMPANY (UK) Ltd., C/O IMEDIAT, B3, Edison Road, St. Ives, Huntingdon, PE 17 4LF, United Kingdom. Allow three weeks for delivery.

For additional information, demonstration disks, or brochures visit your Amiga dealer or phone 010-331-49109995. Fax 010-331-47611746.

Both upgrades require: Amiga 500, 500+, 600, 600 HD, 1000, 2000, or 3000, Workbench 1.3 or 2.0, 1 MB RAM (additional memory recommended). Two disk drives or hard disk recommended.

* Suggested retail price.

We pick out top-quality software and indispensable hardware for you and your Amiga, and we deliver them to you at bargain prices.



**CREDIT CARD
HOTLINE
0458 74011**

**Make sure you check out
our amazing back issues
and subscription offer
on Page 262!**

Mini Office



Everything you need to turn your own home into an integrated business environment all in one handy package. A word processor, spreadsheet, database, graph utility and disk organiser in a complete set.

Description	Price	Order Code
Mini Office	£49.99	AFMinOff

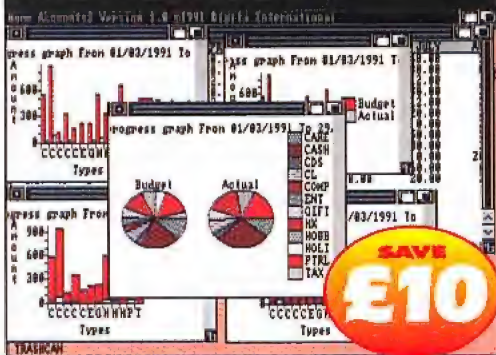
Two Great Games



A fantastic package with Imageworks' *First Samurai* arcade adventure doubling up with another *Format* Gold-winning game: *Mega-lo-Mania*, the Godlike strategy game from Sensible Software.

Description	Price	Order Code
Two for one	£24.99	AFMegSam

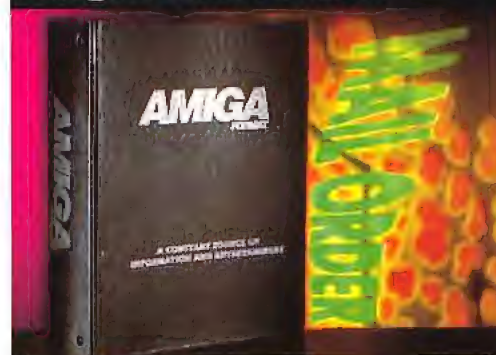
Home Accounts 2



Described by *Amiga Format* as 'a package which will suit any household', this is the ideal way to keep track of your financial affairs, from what's in your cheque account to how much is left after the bills!

Description	Price	Order Code
Home Accounts 2	£44.99	AF229

Amiga Format Binder



Are you tired of all your *Amiga Formats* being left scattered all over the floor? If so, protect them with these stylish and practical black-and-silver binders.

Description	Price	Order Code
One binder	£4.95	AF108
Two binders	£9.00	AF109

StereoMaster



This update of Microdeal's *MasterSound* is an ideal entry-level sound sampler. Its numerous features, and improved easy-to-use graphic interface make it an excellent bargain for budding music freaks.

Description	Price	Order Code
StereoMaster	£29.99	AF234

Amiga Format Mail Order

New Technosound Turbo



Newly updated sampler from New Dimensions enables you to grab digitised sounds, then sequence them into simple compositions. It contains a new cartridge, updated manual and a set of audio leads.

Description	Price	Order Code
Technosound Turbo	£29.95	AF246

AMOS Professional



This is the highest-rated package ever reviewed in *Amiga Format*. It updates the famous AMOS basic-like programming language with new commands and facilities that make it a real winner! (Needs 1Mb min.)

Description	Price	Order Code
AMOS Professional	£59.99	AFAMPRO

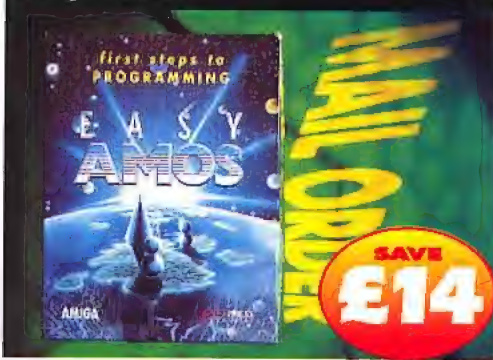
10 Great Games Comp



Xenon 2, *Pro Tennis Tour*, *Ferrari Formula One*, *Nighthunter*, *Rick Dangerous*, *Super Ski*, *Pick 'n' Pile*, *Carrier Command*, *Chicago* and *Satan* all in one massive pack! (Doesn't work on A500 Plus or A600).

Description	Price	Order Code
10 Great Games	£24.99	AFGGComp

Easy AMOS



Specially designed for the beginner who wants to learn about programming but doesn't know where to start, *Easy AMOS* is far more than just a programming language. Based on the highly successful *AMOS*, it has many helpful examples and detailed explanations to help you learn.

Description	Price	Order Code
Easy AMOS	£29.99	AF247

AMOS, Compiler & AMOS 3D

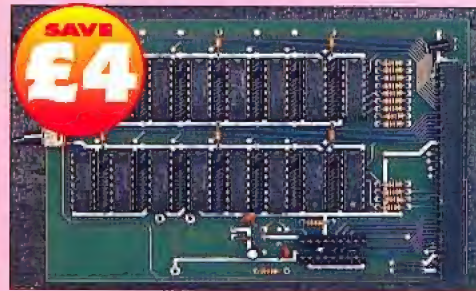


Stop moaning about the games that are too easy or too difficult: get out there and write your own with this amazing offer package! Start with *AMOS*, the superb BASIC-like language designed to help you get great results with ease. Add *AMOS 3D* so that you can create your own 3D games and simulations as well! Then, when you want to run them from a disk, with the *AMOS Compiler* all your *AMOS* creations will run faster and use less disk space.

Description	Price	Order Code
Amos Bundle	£89.95	AFAmBun

The Amiga Format star buys

512K Expansion



Admittedly this 512K memory expansion from WTS in the UK isn't the most glamorous looking piece of hardware that you're ever likely to see for your Amiga. But looks are not everything, because it gets the job done, and it also means we can bring all you 512K users out there the memory expansion that you need, but for the lowest possible price!

It comes with a battery-backed-up clock, so you need never set the time again. More and more software is being produced now that will only work properly if you have a one megabyte machine: and if you don't have an expansion, then you're also missing out on the complete full-price programs that are part of the *Amiga Format* Collection, like *Vista*, brought to you on Coverdisk 33, *PageSetter* (Coverdisk 34), *Spectracolor* (35), *CanDo* (36) or Issue 38's excellent *IntroCad*. So now you can expand your mind and your Amiga. Get upgraded!

Description	Price	Order Code
512K RAM Expansion	£25.99	AM237

Fun School 4



Are you sick of your kids just blasting away at swarms of mutant aliens? Do you want them to be eager to learn something useful from their Amiga, other than what the

level codes are for the latest game to hit the top of the Penguin charts?

We'll fret no longer, because the latest versions of the top-selling home educational programs are now available through *Amiga Format* Mail Order! The *Fun School* series from Europress Software aims to teach some of the basic educational skills to children, but to do it via enjoyable games. The new series comes in three different flavours, and it is aimed at three different age groups: Teddy looks after the under fives, Freddie the Frog caters for the five-to-seven year olds, while Sammy the Spy is there for eight-to-elevens. Each age level has six different games, which teach and test various facts and concepts.



Description	Price	Order Code
Teddy Disk	£17.99	AM231
Frog Disk	£17.99	AM232
Spy Disk	£17.99	AM233

Amiga Format Mail Order

Name

Address

Post Code

Phone Number

Description

Price

Order Code

Total order

Method of payment (please circle)

Access

Cheque

PO

Visa

Please make cheques payable to:

Future Publishing Limited

All prices include posting, packing and VAT

Credit Card number

Expiry Date

SEND THIS FORM TO:

Amiga Format,
Future Publishing Limited,
Somerton, Somerset TA11 6TB

PLEASE DO NOT SEND CASH,
USE METHOD OF PAYMENTS LISTED ABOVE

For overseas orders call Nikki
for prices on + 44 458 74011
AFM/12

GREY-TRONICS LTD

081-686 9973



Amiga 600 pack 1

1 Meg RAM, built in TV modulator,
Mouse & **Microswitched Joystick.**
PLUS!!! Mystery game,
Deluxe Paint III & **Mouse Mat.**

FREE One year at home service

£279.99 inc. VAT

Amiga 600 pack 2

Word Processor Pack
Amiga 600 + 9 Pin Dot Matrix
Panasonic Colour printer + Kind
Words, Paint III and Top Game.
FREE One year at home service
& cable

£509.99 inc. VAT

Amiga 600 pack 3

The Wild, Weird & Wicked
Amiga 600 Pack 1
PLUS FREE: Push Over,
Grand Prix, Putty & Paint III
FREE One year at home service

£324.95 inc. VAT

Amiga 600 pack 4

PLUS: Philips 8833II
Monitor + Free Game
+ Free Cable
FREE One year at home service

£479.99 inc. VAT

AMIGA PRINTERS

9 PIN DOT MATRIX

- PANASONIC 1170.....£145
- * PANASONIC 2180.....£190
- * STAR LC200£195

24 PIN DOT MATRIX

- PANASONIC 1123.....£170
- * PANASONIC 2123.....£245
- * STAR LC24-200£270

- * Colour printer for each
marked with *

Plus Free Cable

DISKS, DISKS, DISKS

100% CERTIFIED
ERROR FREE

- 50 3.5" DS/DD.....£21.99
- 100 3.5" DS/DD£36.99
- 200 3.5" DS/DD£68.99
- 400 3.5" DS/DD£137.99
- 500 3.5" DS/DD£165.99

10 JVC BRANDED DISKS

DD£6.50 HD £9.99

Free Labels & Delivery

ACCESSORIES

- AMIGA TO TV SCART.....£12.95
- AMIGA TO SONY TV£12.95
- JOYSTICK SPLITTERS(2).....£6.95
- JOYSTICK EXTENSION.....£6.99
- 3.5" DISK HEAD CLEANER.....£2.99
- UNIVERSAL PRINTER STAND.....£5.99

3.5" LOCKABLE

STORAGE BOXES

- 40 CAPACITY.....£3.99
- 100 CAPACITY.....£4.99

ALL PRICES INCLUDE VAT. ADD £4.50 P&P/ADD £7-2 DAY/ADD £10 NEXT DAY.

CALL IN OR SEND CHEQUES/POSTAL ORDER TO:

**GREY-TRONICS LTD, UNIT 1015 THE WHITGIFT
CENTRE, CROYDON, SURREY CR0 1UU**

Sales Helpline: 081-686 9973

Fax: 081-686 9974

ALL OFFERS ARE SUBJECT TO AVAILABILITY, PRICES MAY CHANGE WITHOUT NOTICE.
PLEASE ALLOW 6 WORKING DAYS FOR CHEQUES TO CLEAR BEFORE DESPATCH.

Mail Order prices only



Calling all Programmers

The news of the month is the release of the long-awaited SAS/C 6 development system, for which we are the official UK representatives - more details are given below. If you obtained Devpac 2 on the cover disk of the October issue of Amiga Format, you will be pleased to know that you can still buy the complete system, with manual, for only £24.95 which includes an order form to upgrade to Devpac Version 3. In addition we have the excellent *Mastering Amiga Assembler* book in stock, free (honestly!) when you buy Devpac 3 using the coupon in this ad.

Special Order Form

Use this order form to obtain the latest HiSoft products, normally within 2 working days: you can pay by Mastercard/Access/Visa, Switch/Connect etc. or simply send us a cheque/PO. All orders are subject to availability and prices include P&P and VAT within the UK. Send the completed form to HiSoft, The Old School, Greenfield, Bedford MK45 5DE UK.

SAS/C 6 line Silver Support £299
Devpac 3 Amiga 8 free book £69.95
Devpac Amiga 2 complete £24.95
HighSpeed Pascal 1.10 £39.95
HiSoft BASIC 1.05 & Extend £39.95
Mastering Amiga Assembler £24.95
Proflight Tornado flight sim £19.95

Name: _____
 Address: _____

Please mark me the software/books that I have selected
☐ Cheque/Postal Order ☐ Credit card ☐ Debit card (HiSoft)
 Card No _____
 Signature _____
 Expiry Date _____

Use the order form above to get your copy of ☐ PP Hammer and ☐ Top Banana for £15.99 each (please tick the relevant box). You can pay by Mastercard/Access/Visa etc. or simply send us a cheque/PO. Prices include P&P and VAT within the UK. Send the completed form to DMI Ltd, Unit 3, Poyle 14, Newlands Drive, Colnbrook, Bucks SL3 0DX UK.

Devpac 3
 the New Standard

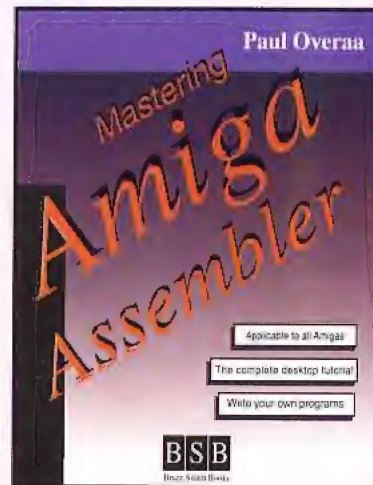
High quality software for all 68000 computers

"The ultimate assembler language system"

Amiga Format Gold 4/92

The newest assembly-language development system for the Amiga. Devpac 3 is the most powerful and complete package ever released - just look at a selection of its features:

- Full Workbench™ 1.3 and 2.x compatibility
- Multi-window editor with macros, bookmarks and total integration making the package a joy to use for both the beginner and the professional programmer
- Super-fast 68000-68040 assembler and debugger with support for the maths co-processor
- Pre-assembly option makes using the Amiga includes simple and very, very quick
- Assemble to memory, many assembler-control options and optimisations, repeat loops, output of code to executable, linkable or S-Record format, full listing control and much more makes Devpac 3 unbeatable



Free with Devpac 3 - use the coupon

A book that we, and many of our customers, have been waiting for ... an introductory book on Amiga assembly language programming that is written with Devpac in mind.

- Covers fundamental assembly language concepts
- How to use the system header files and official Amiga docs
- Low-level Intuition and graphics programming
- CLI/Shell and Workbench programming
- and much more besides in this invaluable book

SAS/C® Version 6
 Development System



Official UK Version.
 Complete with Silver Support from HiSoft.

We are delighted to announce the immediate availability of SAS/C Version 6 - the latest release of the premier C compiler for the Amiga. Please write or call if you require any more detail on this superb package; we can only list some highlights in this short space. Also call for upgrade information.

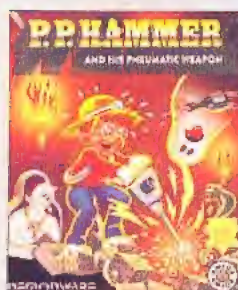
- Complete ANSI compliant compiler, libraries and headers
- Extremely comprehensive on-line help system
- Faster development time including the use of shared libraries
- Improved optimisation with peephole optimiser
- New, 1200-page documentation with Quick Reference Guide

HiSoft
 High Quality Software

for more information on any of our products, please call HiSoft on 0525 718181, or fax us on 0525 713716 or write to us at: The Old School, Greenfield, Bedford MK45 5DE UK.

SPECIAL OFFER

PP Hammer



~~£25.99~~
£15.99

Don't forget

- submit your game and you might win a prize as well as fame!!!
 See the assembler article!

Are you following the assembler programming article and using the K.T. and PP Hammer characters in your own game? Take advantage of this offer to see how they are used in the original games

£10 off

Top Banana



"Addictive and thoroughly superb ... the polish and sure-fire detail makes it a sure-fire winner" (Micro User 95%)

"The most bizarre, weird & freaky game to hit the streets for a long time ... remarkably addictive" (Games-X)

~~£25.99~~
£15.99

DMI Ltd
 0753 686000

SEARCH FOR THE WORD

FROM: JONATHAN WILSON, LAUGHGILLY
Where, apart from Special Reserve, can I get text adventures? I noticed that none were mentioned in the *Amiga Format Complete Software Guide*. Which ones do you think are best on the Amiga?

Without doubt, the best that you can get is the *Complete Infocom Collection*. Reviewed last issue (Page 112), you get 20 huge adventures for about £40. You can get it from the suppliers Profile (0926 815855).

Sorry about the lack of Infocom - it wasn't out in time for publication in this...



Also, as I am using a CTM644 with my Amiga, where can I buy a stereo amplifier with a couple of little personal speakers?

Lots of places - Evesham Micros being one, they do a fairly good deal but it's well worth shopping around for this sort of gear.

MULTI QUEST

FROM: RICHARD YOUNG, INTAKE
I am having various problems with my Amiga. My set up consists of a 1.3 A500, a Zydec 0.5Mb expansion, Roctec external floppy drive and a Star LC200 printer.

1) Recently a lot of games have been crashing with Guru Meditation (software failure) number 00000003. What does this mean?

Right, when you get a Guru Meditation (renamed a software failure on Workbench 2 and up) then a program has overstepped the mark and tried to do something with the machine that it can't do. The one

Workbench

Want some detailed answers to your Amiga questions? This the place to look, **Pat McDonald** is the person to ask.

you are asking about means 'out of memory', but it can also mean that the program is trying to access memory that doesn't exist on your machine. It could be that one or more of the RAM chips on your board is faulty, or the trapdoor expansion connector where you plug it in has gone faulty.

2) My internal disk drive is going funny. Quite often, when I put a disk in it says 'Error validating disk' or 'Not a DOS disk' when the disk is fine. If I click on Retry, it keeps telling me to replace the disk in Drive 0 when I haven't even taken it out! Two or three times the drive has sat clicking as if it is empty instead of loading. Do I need a new drive? How much and who from?

Sounds more like a virus to me. The cheapest new internal drive I have seen is from Dart Computer Services (0533 470059) and it costs a little under £40.

3) *Leisure Suit Larry 3* keeps crashing, with an out of handles error. Do I need more memory? If so I was considering Evesham Micro's Megaboard. I read in Issue 39 of the magazine that it is incompatible with certain kinds of memory board. Would it work with my Zydec?

Like I said, your memory expansion may not be giving as much extra memory as it could. As for compatibility with the Megaboard - look at the RAM chips on the Zydec expansion. Their should be a long serial number, then a dash (-) followed by either 15, 12, 10 or 80. 15 means 150 nanoseconds access (how fast the chip works) and this is too slow, 12 is short for 120 nanoseconds access, which is borderline. 10 means 100

nanoseconds, and 80 means 80 nanoseconds. With the latter two types, the Megaboard should work fine.

4) I am having trouble following the Bullfrog's tutorial. When I look at `draw_all` in the file `draw.s`, and change the code as instructed, *Devpac* gives me six errors when I try to assemble it. If I run it afterwards the assembler crashes with Guru Meditation 00000003 00C05128. Help!

Loads of people fell into this trap, and I'm really sorry we didn't make things clear. The first thing to do with the *Devpac* disk is back it up, as per the instructions on the Coverdisk pages. Use the copy for all your work, and for the subsequent parts of the feature.

The bit about assembling the changes is not too difficult to understand. After you have changed one of the *Devpac* files (`Draw.s` or `Move.s`) you have to save it back to the disk. To assemble the demo, you have to assemble it all.

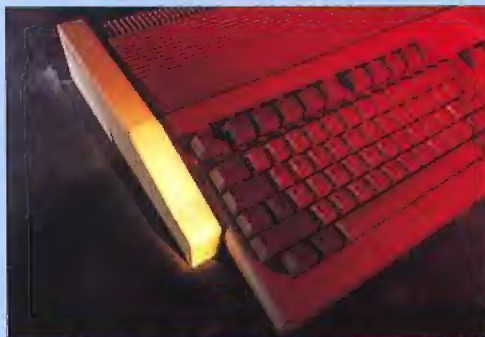
That is, you load `demo.s`, and assemble that. `demo.s` contains a list of all the files that make up the whole demo. Assembling the files in isolation doesn't work, because they refer to parts in the other programs. Without an `include` statement (which is all that `demo.s` consists of) then *Devpac* can't find the other bits, and so reports errors.

GOOD IDEA

FROM: J SUMMERHILL, BRISTOL
I would find it very useful, and I'm sure a lot of other people would as well, if you could run a series of short articles on hard drives. No, I don't mean reviews - I mean setting them up, tricks and tips, and things to avoid. My GVP manual skips over

THE MASKED EXPANSION

FROM: HAROLD WAPPLINGTON, CHESTERFIELD



The SupraRAM 500R, one of the few A500 expansions that the through-port actually works on.

In the September issue, in the Techno Babble glossary bit, you stated that the Zorro expansion connector for the A500, A500 Plus and A1000 is the original Zorro 1. I have an A500 with a SupraRAM 500RX which contains 4Mb of memory. I have used

the SysInfo utility and it told me that the RAM expansion is a Zorro II type

I've had the expansion for about a month now, and everything works absolutely fine with it - the only real exception being the word processing application *Pen Pal* 1.2. It loads so far, then I get a Guru Meditation. What I want to know is, are the Zorro I and II compatible?

Ah, I'm afraid this is a really, really complicated area. Zorro I and II are not in fact compatible, but before you get worried, here's the low down. The connector on the A1000 and A500 types are nearly identical but not quite - one clock signal is missing from the A1000, but it's not usually used anyway. Also, on the A500 the connectors are on the left-hand side of the machine, whereas on the A1000 it's on the right-hand side and it is therefore upside down.

Now, the connectors on an A2000 are identical to those on an A500, except that they have the opposite sex. An A2000 card looks very much like the edge connector that is on an A500, and an A500 peripheral has the same slot on it as an A2000 edge connector; yes they are all very similar.

Are you at all confused yet? OK, the magical system whereby you can plug in an A2000 card and it is automatically set up and used by the system is called AutoConfig. A cut down version is also available on the A500 - but some of the circuitry is missing, because you're only supposed to have one thing plugged into the side of an A500.

The SupraRAM has a through port. To make this work properly and enable other expansions talk to the Amiga, some of the AutoConfig logic has been put back in - incidentally, so does the Cortex memory expansion. A lot of other expansions don't. Anyway, that's why that particular expansion looks like the full AutoConfig Zorro II slot as found on an A2000.

And can I get *Pen Pal* to use the extra memory?

The only way to do this is to get an upgrade from the software house concerned. Sorry I can't help.

Finally, is it all right to alter the RAM jumper settings to 1 or 2Mb without taking any chips out?

Fine. No problem. Do it now.

this very lightly after telling me about 'prepping' and 'formatting'. Oh yes, and do you know of a dedicated driver for my Citizen 240c? I've got the Citizen Print Manager but I am soldiering on with the 224/24e/24x driver.

Hmm, I reckon about half a page of Workbench entirely devoted to hard drive maintenance would probably be a good idea for a lot of readers. I'll try and fit it in soon, possibly next issue. As for a driver, I believe that Citizen will be upgrading the Citizen Print Manager in the near future, but the new drivers are not available at the time of writing.



It's about time we had some hard drive specific tips to help new owners of GVPs and similar hard drives.

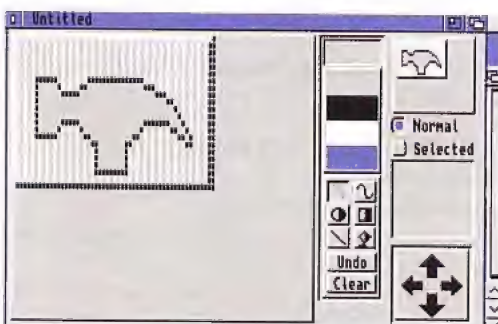
PRINT TO ICON

FROM: CHRISTOPHER KNEE, HULL

Here's an excellent tip for printing documents, or any text file, from Workbench. Have you ever printed a file on a Mac? All you have to do is drag the file's icon to the printer icon on the desktop and the file gets printed. I know that you can do this on the Amiga by extended selection and the Printfile tool, but it's such a pain to do. This is really only suited to Workbench 2, but L3 owners might be able to add their own custom bits to make it work on their machine.

1) Design your printer icon. Save the completed image somewhere on your Workbench boot disk or hard disk, but don't end it in .info or it will pop up somewhere you don't want it to. In this example, the icon is supposed to live in the root directory and be called PrintSpooler.icon.

2) Add a few lines to your startup-sequence. *MEmacs* is quite good at this, although you could use the *Ed* program at a pinch. Consult the manual if you're not sure how to use these, and do it on a copy of the Workbench disk, not the original. Insert these lines before the LoadWB command:



IconEdit, the supplied program on Workbench 2 and 3 to help you design your own icons.

HAIRY DISK SOLUTION

FROM: STEPHEN 'BEAVER' BAKER, PRESTON, LANCASHIRE

Here's a really handy tip for anyone that has loads of rather old and tired disks. If you do have a disk that has acquired a 'hard error'— that is, one that cannot be corrected by reformatting the disk — you would normally have to throw it in the bin. Not any more though!

Hard errors can easily be fixed, all you need to do this is an electric shaver that is powered from the mains electricity (AC). Give it a good clean out

first so that you don't get any bristles on your disks. Then plug it in, switch it on and 'shave' the disk! No don't worry, it's not a joke. Pass the disk all around the shaver, next to the sides as well as the top. It may need a few attempts, both at shaving and reformatting, but in the end you'll find you can format over the error!

This method works because the AC current generates a magnetic field which straightens and strengthens the 'broken' tracks on the disk.

I keep saying that I've heard everything, but people keep sending in the weirdest tips, that seem totally ludicrous but do actually work.

WILL IT WORK?

FROM: CARLOS JOHNSON, LONDON

1) I am about to buy an A600. My A500 broke down a year ago. I have still got the software I used and understand that the A600 doesn't run some old software. Can you please print a list of all the software that doesn't work?

I'm sorry, no. Too much space. You can get a list from Commodore (0628 770088). Bearing in mind the A500 Plus came out a year ago, chances are that a fair proportion of your software won't work.

2) The newer Amigas have an improved Agnus chip which is the reason for this incompatibility problem. Will new software and hardware take advantage of this?

Quite often games do demand a fairly up to date (ECS — Enhanced Chip Set) Agnus. Newer games sometimes don't work on older Amigas — and this is a trend that will continue and grow.

3) When will we be able to expect games for the PCMCIA slot and will they cost more than disks?



PC MCIA slots are rapidly becoming a computer standard, but software houses are wary of the cost at present.

Next year, at the earliest. Nobody in the Amiga industry is really that interested in this medium, because they are much more expensive to produce. However, I reckon software will appear that uses it but it will probably be for serious stuff like word processors and DTP because serious programs cost more anyway.

I reckon that PCMCIA games will appear one day, but I really wouldn't hold your breath, because its success will only be achieved by people outside of the Amiga community.

5) Are *Streetfighter II* and *Streetfighter '92* going to be combined on the Amiga version so that you can pick any of the 12 characters, how will the six button joystick be done and will you be able to play against a friend?

I don't really know much, except that it will definitely be a two-player game, and it will be totally joystick

Continued overleaf

```
Makedir RAM:Printer
Copy >NIL: Sys:PrintSpooler.icon to
RAM:Printer.info
Echo >RAM: .backdrop ":Printer"
Run >NIL: Execute SYS:s/Printer
```

Makedir just gives the dragged icons somewhere to live. Copy creates the icon in RAM, and provides somewhere to drag the document icon to. The echo line leaves the image of the printer on Workbench for easy access. The last line sets the script (the next step) in motion. Don't forget to save the startup-sequence to the S directory when you're finished.

3) Type in the following script. Use *Ed* or *MEmacs* again, and save it in your S directory under the name Printer (purists may want to alter its protection bits). Again, if you don't understand it, don't worry — it should work...

```
Resident C:Wait ADD
Resident C:List ADD
Resident C:Protect ADD
Resident C>Delete ADD
Failat 21
LAB Loop
List >RAM:ProtectScript
RAM:Printer/#? LFormat "Protect %s%s
+d"
List >RAM>DeleteScript RAM:Printer/#?
LFormat "Delete %s%s +d"
List >RAM:PrintScript
RAM:Printer/~(#?.info)#? LFormat
"SYS:Utilities/PrintFiles -f %s%s"
Run >NIL: Execute RAM:PrintScript
Wait 10 secs
RUN >NIL: Execute RAM:ProtectScript
RUN >NIL: Execute RAM>DeleteScript
Delete >NIL: RAM:ProtectScript Quiet
Delete >NIL: RAM>DeleteScript Quiet
Delete >NIL: RAM:PrintScript Quiet
Skip Loop BACK
```

It's not a perfect script, but you will find it works. You must have the *PrintFiles* utility on your boot disk though — the script expects it to be in the Utilities drawer (that extra long line which is probably split into two).

4) Reboot and pray... to use the new script, just drag the icon of your text file on top of the printer icon (which you should *Snapshot* somewhere away from the disk icons). Make sure your printer is on and wait. Good luck!

Remember also that to edit or create an icon to use a program like IconEdit on Workbench 2 or Icon Master.

based. I also know that the programmers are working hard to make it as controllable as possible within the limitations of a single-fire joystick. The programmers may include an option to use a Sega joystick to help.

BIG UPGRADES

FROM: SAMUEL EVERETT, DEVON
I have recently purchased an A500 Plus and I have also bought your magazine ever since but, believe it or not, I still have some questions which are unanswered. Could you answer the following...

1) If I bought a Progressive Peripherals and Software 68040 accelerator board, would fitting it invalidate my warranty? Would I need anything else to make it work, like a bigger power supply? And what is 32-bit RAM?

Yes, fitting would invalidate your warranty. No, you wouldn't need a bigger power supply unless you have lots of other memory and a couple of extra disk drives. 32-bit RAM is memory that can be accessed by a 32-bit processor like a 68020, '030 or '040. Running those processors without 32-bit RAM is a waste, as they are not performing at their best.

2) Where can I get hold of an internal 100 Mb Prima hard drive? How much? And would it work with the above?

Unfortunately, the Prima 100 made by ICD is now very uncommon. I've heard that the AT Quantum drives, which were used in the design, are no longer being manufactured. However, you can get the Novia internal hard disk with a 100 Mb hard drive - Power Computing (0234 843388) do them for £459. Neither the Prima nor the Novia work with the PP&S 68040 card, because all of these expansions plug into the processor socket.

3) Are multisync monitors VGA, SVGA or neither?

Both! VGA is closely based on the American NTSC television standard. SVGA is similar, but with more horizontal scan lines, giving greater vertical resolutions. Multisyncs are adaptable to either standard, and others besides. So multisyncs are much more flexible.



The Prima 100, sadly now in short supply apparently due to a dearth in the market of full height IDE drives.

4) What is the best typing tutor for adults? Preferably cheap?

Well, *Mavis Beacon's Typing Tutor* (Mindscape 0444 246333) isn't that bad, but personally I found that

HOW CAN YOU TELL

FROM: MARTIN GEORGE, WALLSEND
I have an unexpanded A500 Plus. I have decided that I really do need an external drive. You highly recommend the RocLite drive but I have heard of compatibility problems with my machine. Is this true, and can it be overcome?

The RocLite slimline drives do indeed have problems, not just with the A500 Plus but with all Workbench 2 machines. In a nutshell, when saving files they go faster than the machine can really cope with, resulting in corrupted files. You can use RocLites if you just read from them, and never save files to them. Newer RocLites do not have this problem, but telling the difference between a dodgy and OK type is not easy. If you have a Workbench 2 machine, my advice would be to go for a different make.

I am also interested in digitising, and the Vidi Amiga 12 package seems excellent value. Would I need to buy a genlock too?

attending night school over a few weeks helped a lot with my typing. You can get a typing qualification out of this too.

5) What's the highest accolade that you've ever given to a CDTV title?

Well if you turn immediately to Pages 146-147 you'll see the first *Amiga Format* Gold award given to a CDTV title. Prior to that, the disc to have the highest percentage mark was *Japan World* from Global Learning Systems, an educational CD all about Japanese lifestyle and culture, and it received a rather stunning 89 per cent.



Japan World is one of the best CDs that we've had to review. Turn to Pages 146-147 for more reviews.

6) Is it worth getting a hard drive to help me play games, possibly do some animation and maybe more serious stuff in the future?

A tricky question to answer. A hard drive is well worth considering, but a nice big memory expansion, or an accelerator with 32-bit memory would probably be better for animation work and some games. A hard drive is more of an efficiency booster than a necessity - it enables you to load and save much faster, which does make life much easier, but it's not a vital necessity (though if you bought one you might disagree - new hard drive owners are positively fanatical). Then again, if you do a huge animation, you'll need a huge disk, ie a hard one, to store it on.

No, not at all. Digitisers translate video images into Amiga IFF pictures. Genlocks enable you to overlay Amiga graphics on top of video images. You will need a video source though, either a video cassette recorder or - better still - a video camera.



New production RocLite drives work on the A500 Plus, but only by testing them can you tell if they're OK.

DTP QUICKIES

FROM: PHILIP CHUNG, CHELTENHAM
For all my DTP needs I currently use *Pagesetter 2*, but I intend to upgrade to either *ProfessionalPage 3* or *PageStream 2.2*. But I have some questions before I finally decide...

1) *PageStream* can use Adobe type 1 fonts, but does this mean that I need a PostScript printer to print with these fonts? Or are they similar to AGFA Compugraphic which can be printed on any graphics-capable printer?

No, they will work if your printer can manage a graphical output - you don't need PostScript. Adobe type 1 fonts are encrypted, which means they have to be decoded by the DTP program when printing - so they are a tad slower than Adobe type 3s, which are not encrypted.

2) Are there any advantages to Adobe type 1 fonts?

Only that there are a lot of them, especially in the PC and Mac worlds. Transferring them to the Amiga requires some sophisticated utilities (*PageStream 2.2* comes with suitable software to do this).

WHEN IN ROME

FROM: ROBERT MULLER, SWITZERLAND
I've got a problem with the games Coverdisk from *Amiga Format* Issue 39. I click on the *Caesar* demo icon, and the program begins to load. Almost immediately an *IconX* window appears. After a few seconds it disappears, and nothing else happens, except the screen only has two colours: blue and white. What can I do? The rest of the disk seems to function. I have an A500 with 1Mb of RAM.

Ah, I know the culprit well - me. I am very, very sorry to all the A500 users who couldn't get the demo to run. Here's the reasons why:

1) In order to fit on the Coverdisk, the program had to be crunched.

2) Before the *Caesar* demo starts, it removes a bit plane from Workbench. This makes it a two-colour affair but, as you can't quit from the demo, it's not a problem. The reason for this is to free up more chip



The Caesar demo was very popular with those who could run it. The full game does work on all machines – promise!

memory for the demo. The crunched version of *Caesar* needs a little bit more chip RAM in order to decrunch. 3) A500s have only got 512K of chip RAM.

So, although the uncrunched demo works on A500s, and the full game works on A500s, the crunched demo on the Coverdisk doesn't work on such machines. I will be checking much more closely that crunched programs do indeed work on all machines.

THE ANSWER AT LAST

FROM: RJ DABELL, BARLESTON

I have noticed recently that readers are having trouble with hard disks and Kickstart ROM sharers with both Kickstart 1.3 and 2.04 on. There is a very, very simple way for the machine to work out which drive to boot from. It does mean partitioning your drive so that one Workbench is on one partition and the other is on a different partition, but it's very easy to setup and totally automatic afterwards.

You have two bootable partitions, one called DH0 (for Workbench 1.3) and the other called, say DH1 (for Workbench 2 which isn't so fussy). Each partition should be at least a couple of megabytes in size, preferably a bit more to be on the safe side. You can have more partitions for your programs, but personally I use all the rest of my hard disk as one big partition.

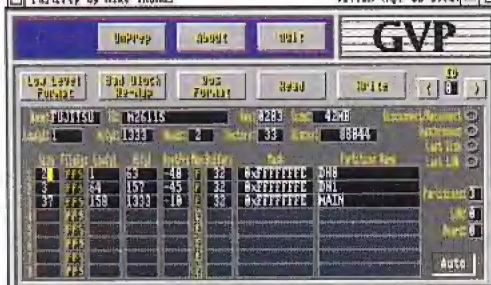
All you do then is change the boot priority of DH1 (or whatever you've called the Workbench 2 partition) to be greater than the boot priority of DH0. When Workbench 1.3 is selected, it will automatically boot from DH0. When Workbench 2 is selected, then DH1 will boot, because it has a greater priority when booting.

Don't set the boot priorities too high – if you set them above -30 then floppies will not be able to boot. I personally use a priority of -45 for DH0, and -40 for DH1.

Very clever For the confused – a boot priority of -45 is less than a priority of -40 (think negative numbers).

FastFrep by Mike Thomas

VL 98n (Apr 22 1991)



If you have a GVP drive, then select manual installation and get your screen looking like this. Do a back-up first!

Techno Babble

Do you know how to talk techie speak? Well if you don't then this little bit of jargon-busting should sort you out!

Accelerator: hardware expansion that gives your Amiga a faster CPU. Often used with maths-intensive software where a standard processor is too slow, for programs called 'raytracers' which literally trace the rays of light which bounce around a scene to produce a picture. Also used to considerably speed up flight and other kinds of simulations.

Anim Brush: a brush is a small section of a graphic screen, cut out with a paint program like *Deluxe Paint*. Anim brushes are different small images with the same dimensions – for instance, a bird flapping its wings or an eye blinking.

Blitter: BLock Image TranSEr device. Used for copying large areas of memory from A to B, or to combine different areas into one single image. Widely used to generate large graphic shapes in computer games.

Bridgeboard: Commodore's own IBM emulating device, featuring a complete PC computer on a single card. Only fits A1500 and above machines – enables use of standard PC cards.

Chip RAM: memory accessible by the custom chips (Paula, Agnus, Denise) as well as the processor. Used to store all graphics and sounds. Can be used by programs too – with speed slow downs.

CLI: Command Line Interface. The program which enables you to type commands into AmigaDOS for standard operations like copying files or getting a directory. Shell is more commonly used now.

Copper: co-processor. Used to generate subtly coloured backgrounds – this device is built into the Agnus chip and it can alter colours while the screen is being generated. Executes instructions at the same time as the processor.

CPU: Central Processing Unit. The decision-making chip, the one that tells everything else what to do. It can be interrupted by custom hardware if its programs are in chip RAM.

Fast RAM: memory that's only accessible by the processor. Programs stored here run faster than those in chip RAM – hence the name.

Frame grabber: device for capturing live video data and converting it into computer picture data. Doesn't require a still video signal. Usually gives much better results than a video digitiser, which does the same job, except that the video must be paused.

Freezer cartridge: quasi-legal device for examining programs while they are running. Usually with many useful built-in utilities which help overshadow its dubious origins.

Hard drive: basically a big disk for keeping Workbench and all the serious software that you use. Works much faster than a floppy disk. More and more games are becoming installable on to a hard drive.

IFF: Interchange File Format. A standard way of storing pictures and sounds, invented by Electronic Arts and adopted by Commodore. A single standard – practically all art programs can load and save pictures in this form.

Kickstart: the name of the set of programs which are run when the Amiga is turned on. Also contains many library functions for use by programmers. Latest release is Kickstart 2.04. Other releases; 1.3, 1.2, 1.1.

PD: Public Domain. Literally, software that is the property of everybody. PD disks can be freely copied by anyone, and you can also distribute them to whoever you want. The correct term is 'Freeware'. 'Shareware' (try before you buy) and 'Licenseware' (commercial and non-distributable) also come under the same rough heading.

ROM: Read Only Memory. Memory that cannot be altered. Widely used as the starting programs for computer systems that have just been turned on – ROMs remember things permanently.

RAM: Random Access Memory. Memory that can be altered and re-altered many times. Typically, it does not remember what it contains when the computer's power is switched off.

Scanner: hardware device for reading flat pictures from posters, newspapers and so on, and converting them into computer graphics. Often used in desktop publishing to read in previously published images.

Script file: a set of commands which you would otherwise have to type into the CLI or Shell by hand. Saved as a text file. Learning how to use Shell or the CLI involves learning how to write script files.

Shell: more up-to-date version of CLI. Works in exactly the same way, but enables some flexibility in what commands are called via the 'alias' function. Also gives some hot-key combinations to enable some editing of previously entered commands.

Sound Sampler: hardware device that converts electrical music signals (typically from a tape or CD player) into computer sound. Can also be used with a microphone to capture live sounds.

Sprite: a graphic object that is independent of the screen. On the Amiga, sprites are limited in size and colours. Typically used for mouse pointers, alien missiles, and so on.

Startup-sequence: the name of the script file, contained in the S directory, which is executed after a disk has booted. Typically contains just the name of a program to auto-run, but can be very complicated. Whatever the nature of the file, it must always be called Startup-sequence and live in the S directory.

Workbench: the set of programs which sets up a graphical 'point-and-click' interface on the Amiga. Much more friendly than the CLI or Shell, but not as flexible. Always has to be loaded from disk, which is slow but does enable much customisation. Workbench 2 requires a Kickstart 2 ROM. Workbench 1.3 requires a 1.3 ROM, 1.2 needs a 1.2 ROM and so on.

Zorro: this the generic name for the Amiga's expansion connector. The A500, A500 Plus and A1000 had the original Zorro I; the A1500s and the 2000s have Zorro II; and the A3000 has Zorro III. They are not compatible, hence the different expansions for different machines. The new A600 has a PCMCIA connector instead.

Q I have been following the *DevPac* tutorial but I just can't seem to work out the code to move the sprite down the screen. Please tell me what to put in.

The **AMIGA** Collection
FORMAT

No.7 RRP £40
Devpac 2
From HiSoft

COMPLETE PROGRAMMING PACKAGE!
Take some tips from Populous II creators Bullfrog as they tutor you to games-writing prowess with this fully-featured machine code package. Go on, beat the softies at their own games!

● A 500 Plus Compatible ● 1Mb Recommended ●

If you kept getting error messages when trying to assemble the Bullfrog demo, then read this explanation!

A First, a note which was not made plain with the original programming feature: in order to see any changes you make to the code, you must save them onto the *Devpac* disk. Then load *demo.s* and assemble as per the instructions. If you try to assemble the individual files (*draw.s* or *move.s*) then *DevPac* will report a number of errors, because the code refers to bits in the other files. *demo.s* is the glue that binds all the files together – it's the only file that will assemble properly.

As for the extra code, here it is. It's actually easier to copy the existing code and modify it to refer to the *man_y* variable (the sprite's position down the screen). Below is a suitable piece of code for the purpose if you are stuck. Don't be afraid to change the value of #200 in the third line (the limit down the screen) or the #-16 value in the fifth line (the start position of the sprite).

```
move.w    man_y,d0    ;get the y
                    position
add.w     #1,d0        ;and add 1 to it
cmp.w     #200,d0      ;Is y too big?
ble.s     .lessthan_y ;no, still on
                    screen
move.w    #-16,d0      ;yes, reset
                    man_y
.lessthan_y
move.w    d0,man_y     ;store the new
                    value in man_y
```

Here's how it works. The value of *man_y* is put into the *d0* register by the first line. The second line adds one to this. The third line compares this value to 200. If *man_y* is bigger than this, then it is reset. Otherwise *man_y* is less than or equal to 200 (not too big) and the program jumps to *lessthan_y* and puts the *y* position currently in *d0* back into *man_y*.

Q Where can I get a CDTV memory upgrade?

A No fast RAM CDTV memory upgrades are available, as far as I know. It is possible to mount a 2Mb chip RAM board, which gives you 2Mb of chip RAM – WTS (0582 491949) do one for £139, although it may be a little large for CDTV use. The DKB Megachip 2000 from Aquarian PD (0703 685006) may serve your needs better, although the smallest such expansion I've seen is the RossMuller from Germany (I know of no UK supplier).

Answerfile

Should I buy an A300? How do I learn about Workbench? These and more questions are answered by Amiga guru, **Pat McDonald**.

Q Can I make my own CDTV Gamebrick? I've bought all the connectors and just want to know how to wire them up.

A I'm sorry, hard facts about the CDTV are still in short supply, at least where I'm concerned. If anyone were to write in with a suitable DIY project, then we would certainly consider publishing it. Any offers out there?

Q When will Psygnosis' new CD title *Fantastic Voyage* be released?

A Well, the game is actually called *Microcosm*, it draws a lot of its ideas from the film *Fantastic Voyage* (and from the later, *Inner Space*, for that matter) and it is also being funded by Commodore. As for an exact release date, although a demo video tape has been shown by Commodore which bodes well, neither Psygnosis nor Commodore are being specific about days or months, or years.

Q Where can I get CD+G disks?

A They are available from large record chain-stores – places like Virgin and HMV. They won't usually be on display but they can be ordered through such places.

Q How do I find out how the memory in my Amiga is configured? The difference between fast and chip memory is not apparent.

A You haven't got Workbench 2 yet, have you? On that release, this information is displayed at the top of the Workbench screen. To get it on earlier machines, load Workbench, double click on the Shell or CLI and type this:

Avail

Don't forget to press the return key. The Amiga should print out the current amount of memory used (both chip and fast memory) and the total amount of RAM, in bytes.

Q How do I get Amiga sound through a couple of personal stereo speakers?

A Use a hi-fi stereo amplifier. There are many different types – look for an amplifier with RCA phono jack inputs (as found on the back of the Amiga) and personal stereo speaker outputs.

Most hi-fi shops could take a description like that and come up with several alternative designs. A hi-fi enthusiast could build one for you very easily. Although it probably wouldn't look very nice, it would sound good.

Q Could you tell me whether A320 *Airbus* works properly on an A500 Plus?



A320 Airbus is notoriously fickle on A500 Plus machines, but an update is promised very soon.

A Well, judging from the letters I've had, no. Thalio do have a single disk version for Workbench 2 players, but you have to arrange to receive it direct from the company themselves.

Q I was going to upgrade my A500 with an accelerator, flicker fixer, hard drive and so on, but I am now very tempted to buy an A3000 (because it's cheaper). Please help me convince my wife that this is a sound move.

A I'd wait. While the A3000 is a fine, fast machine, the A1200 (while not as fast) will have a longer life span before becoming obsolete. And it's cheaper too! If the speed is what you want most (rather than the much better graphics of the AA chip set) then you could certainly argue that the A3000 is much more of a bargain than an A4000. And don't forget the flowers and chocolates.

Q I often feel frustrated and let down by the instructions for your Coverdisk collection. *CanDo* and *DevPac* especially need plenty of knowledge in order to use effectively. Can you print or supply more detailed instructions please?

A In the case of *CanDo*, nobody wanted to supply a manual. I did ask around, but nobody thought it was worthwhile, especially with the latest version of *CanDo* being available. In the case of *DevPac*, we have noted the loud calls for better documentation and we will be printing short pieces on using the program, but learning how to program effectively with it will take many months.

Q Do accelerators (68010, 68020, 68030 or 68040) cause compatibility problems? Do they work with all hard and software?

A Yes, no and no. Many programmers work on unaccelerated machines, and there are no easily available manuals on programming more exotic processors. This results in incompatibility. However, things are not as bad as they were – the A3000 and A4000 offer an incentive for programmers and hardware designers to make their work more compatible.

The number one incompatibility area is the Public Domain. Number two is games, number three is productivity/creative software, and the most compatible area is business software. As for hardware, overall compatibility is much better.

However, the fly in the ointment is the 68010 processor. This has not gained wide acceptance, and so very few machines have it fitted. In terms of compatibility, fitting a 68010 is a bad move.

68020s and '030s are generally speaking, the most compatible of the accelerator options, simply because they're what most accelerated Amigas are kitted out with. '040s, while very fast indeed, need Workbench 2 in order to work and are a relatively new challenge for programmers to work towards.

Q Is it possible to upgrade my A500/A500+/A600/A1500/A2000/A3000 to the AA chip set?

A Very doubtful. Commodore themselves will almost certainly not offer any sort of upgrade to the new chip set – there is a slim chance that an upgrade for the A3000 may appear, but not for lesser machines. However, third-party upgrades may appear. If they do, they will probably be very expensive, as older machines will require extensive modification (and Workbench 3) to be able to use the AA chip set.

Q Which ROM switches can I fit to my A600? I'm don't mind losing my warranty, but I don't think many will fit into the restricted space.

A The Phoenix ROM sharer will certainly fit inside an A600. Phoenix 0532 319061.

Q XCAD 3D imports DXF files. Is there a program to convert XCAD files to DXF format?

A All versions of XCAD can export DXF files. However, you need to setup your Amiga-to-PC file conversion utilities properly. If *CrossDOS* or *MessyDOS* isn't setup to strip the carriage returns (CRs) and line feeds (LFs) from a file, it will not read into PC CAD programs such as *AutoCAD*.

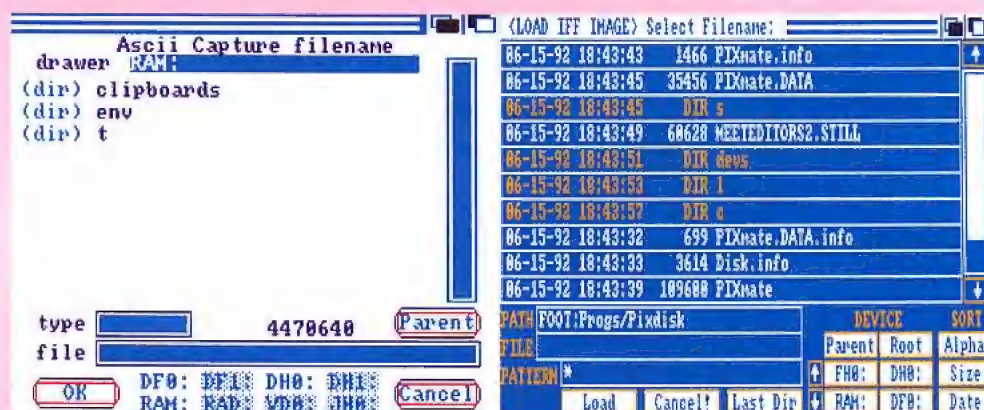
Q Which book do you think is good for learning more about Workbench?

A *Mastering Amiga Beginners* is a gentle introduction to the subject. *Mastering Workbench 2 Vol 1* is meatier, and is a hands on tutorial written by Mark Smiddy. Vol 2 of the set is a reference guide for the experienced user. Both volumes cover WB 1.2, 1.3 and 2 – but not the brand new WB 3. Available from Bruce Smith Books 0923 894355.

Q Where can I get an ST506 hard drive controller for my A500 Plus?

A Well, you can't. There is an ST506 controller for the A500. It plugs into the trapdoor expansion (which is why it doesn't work on a Plus). It's made by Cumana (0483 503121). Cumana have no plans to produce an A500 Plus version.

In-depth explanation No. 9: Libs and Devs



On the left is the ARP library file requester, grabbed from the *NComm* shareware program. Justin McCormick's file requester is much better on the right – it's easier to get to the right disk to load or save from.

1 Libs is a drawer that's found on Workbench, and many other disks besides. It's used to store libraries. A library, as far as Amigas are concerned, is a set of little programming routines organised into one complete block. Most of them are built into the machine, but a few are to be found in the Libs drawer.

2 A programmer will often make use of a library, in order to avoid some code writing. Most cannot be bothered to write their own file requesters. So they use a library like the *Arp.library* (Amiga Resources Project). If the library isn't included in the libs drawer, the program won't run.

3 *Arp* is often used by shareware and older programs. Many programmers prefer the *Reqtools* file requester, which is a bit more friendly and easy to use. It makes sense to keep a disk which you put common libraries on to. That way you avoid filling up your Workbench disk with libraries that are not used very often.

4 The current trend in PD and shareware circles is to use compression utilities like *PowerPacker* and *Imploder*. Libraries which support these programs are ones like *Decrunch.library*, *Explode.library* and the original *PowerPacker.library*. Each of these libraries has been released in different versions – the easiest way to tell them apart is by how big they are. These particular libraries can be found on the Coverdisk this month, but cannot be used properly with the *EarlyExplode* program (which will be on next month's Coverdisk).

5 Strictly speaking, you are not allowed to distribute libraries without the programmer's permission. Libs are programs, copyrighted just like others. In the above cases, copying is widespread on the PD and shareware scenes – but don't think you can help yourself to any library you come across. If you are a programmer, always get permission before you use someone else's library, unless it's a freeware library that can be used by one and all.

6 Devs is a drawer on Workbench used to store device files. These are typically used to control various pieces of hardware, but are otherwise fairly similar to libraries. Again, they are there to save programmers writing extra code. More importantly, they let different programs access the same hardware, without each program having its own set of driver routines.

7 The most common complaint that new users come up with is that a program will not print out. This can be due to not choosing the right printer driver (see In-depth Explanation 1) but if the Amiga cannot find the *printer.device* file in the devs drawer, no printing can be achieved. Again, there are different versions of this library – it's fairly common to be able to print with one version but not with another.

8 Some device files are extremely odd and limited. The most obscure are the *Scala.device* files, found only on that program. As well as being huge (over 100K long) they usually only work with one version of *Scala*. They don't even control hardware! This sort of device file is very much the exception to the rule that device drivers are for controlling hardware.

9 Something else you will find in the devs drawer are 'Mountlists'. These are collections of Shell commands and definitions, and can be viewed and edited with most word processors or text editors. Devices like the RAD recoverable RAM drive, 5.25-inch disk drives and similar weirdnesses are controlled through mountlists. Don't try writing your own until you understand the different entries and how they work.

10 The same libraries and device files exist in several different versions. One simple way to tell them apart is to look at how long the files are. Newer libraries and device drivers tend to be longer (because they contain more options and more complex programs). If you find a program that doesn't print properly and you're sure that everything else is correct, it's probably *printer.device* that's at fault.

SPECIAL OFFER

Normally £79.95 but only

£49.95

inc VAT

Upgrade your Amiga Format
Oct.'92 issue of TV*Text by
simply sending the coupon on the
side panel along with your
cheque or ACCESS/VISA details
and £1.50 for post/package

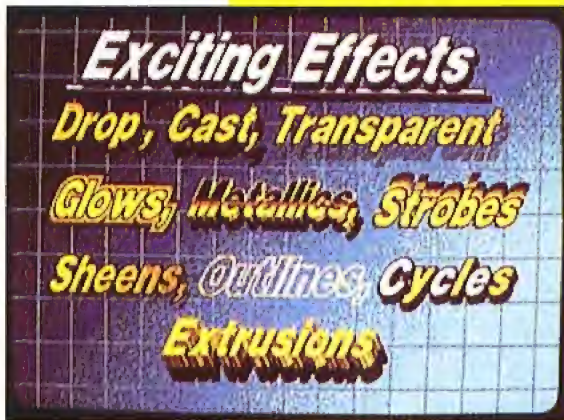
TV*Text

professional

Titling for Video and Desktop Presentations

Applications:

- Business and Sales Presentations
- Video Productions
- Fine Arts
- Education



Dithered Background with Grid,
Text rendered with various effects.



Dithered backgrounds
and Text, Transparent
Shadow, Borders with
Glint Effect



Rendering effects
applied to imported IFF
digitized logo.
Embossed and
Wallpapered. Shadow
and outline added in
foreground.

Exciting Effects Automatically

- Outlines, shadows, metallics, strobes, edges, extrusions (3D) and more
- Colour animated glows, glints, sheens, and cycles.
- Apply to text, shapes, and IFF images.
- Dozens of preset rendering styles included.
- Create your own styles with built in editor.

Fonts

- Includes Zuma Fonts Volumes 1, 2, & 3 on 3 disks.
- Use any Amiga fonts including colour fonts.
- Preview any font in any style.
- Selectable italic, bold and underline.
- Adjustable character spacing.

Backgrounds

- Eight different colour gradient backgrounds in any one screen
- Wallpaper
- Tile
- Grid
- Imported IFF images

Screen Modes

- Low resolution, with or without interlace with up to 64 colours on any one screen.
- High resolution, with or without interlace with up to 16 colours.
- Two degrees of overscan for each screen mode
- Genlock compatible

Drawing Tools

- Shapes, lines & borders with selectable automatic effects.
- Stencils
- Resize
- Rotate & Flip
- Automatic re-colouring of imported images.

Layout & Editing

- Foreground/Background mode for easy layout.
- Mouse or keyboard object positioning
- Automatic justification & leading.
- Grid stick
- Full undo, Cut, Copy, Paste.

Hardware Requirements

- Amiga Computer
- 1mb (or more) memory



Dithered Background,
Dithered Text box with
Transparent Shadow.

Buy the OFFICIAL Manual
for your TV*Text cover disk

£4.95

 inc VAT

Simply fill in the coupon along the side
panel and send it along with your
cheque or ACCESS/VISA details and add
£1.50 for post & packaging.

WHAT IS CDTV?

Simply put, CDTV mixes CD sound and Amiga type software in one easily controlled unit, and allows you to "interact" with the results through your television. On the outside the CDTV Standalone Player is a sleek, elegant black box. Inside it contains the workings of the UK's most popular home computer, the Commodore Amiga, but with two major differences. Instead of a keyboard and mouse it uses a video style remote controller for simple operation and, instead of a floppy disk drive, there's a compact disc drive.

MUSIC & SOFTWARE

As well as being able to play standard studio compact discs in high quality stereo sound, the CDTV can also use software stored on CD. This is similar to Amiga software, with thousands of Amiga programs available. You also get much, much more - a CDTV Disc is equal to over 600 floppy disks in capacity.

WHAT CAN IT DO?

With CDTV you can listen to your favourite pop group, look up history, play the latest arcade games, have a Karaoke night or learn French. In one unit, CDTV can do things you would otherwise need a video, CD player and computer to do! You can watch as Neil Armstrong walks on the moon, listen to him speak and read the fascinating details of how Apollo got there!

INTERACTIVE MOVIES

A new kind of movie; hi-fi sound tracks and moving pictures just like cinema films, but you determine the outcome and how the plot turns out! Will Batman really save Gotham City? Interactive movies are set to arrive on a CDTV near you soon.

EDUCATION

With its huge storage capacity, colour graphics and easy control, CDTV is ideal for education. Levels from primary education to adult foreign language courses are available.

ENTERTAINMENT

Packed with masses of colourful graphics, hi-fi sound and huge levels, CDTV games are set to dwarf their Amiga counterparts. The CDTV award winning version of Sim City for instance, has 10 Megabytes of extra graphics, studio recorded sound for CD Audio quality, more detailed game play (new zoom mode) and 4 different eras (Medieval, Western, Actual and Future).

REFERENCE

Imagine that you could refer to several encyclopaedia's at once, without having to constantly swap between publications, flip pages or refer to lengthy indexes across multiple books? CDTV Reference titles enable you to do this plus a lot more!

MORE FORMATS

CDTV can play CDTV software, CD audio discs, CD+G (audio discs with lyrics and pictures), CD+MIDI (special tracks along side the audio tracks control MIDI instruments attached to the CDTV). With the aid of a floppy disk drive and keyboard, CDTV can also run most Amiga software.

TECHNICAL SPECIFICATIONS:

- 68000 16/32 bit processor running at 7.14MHz
- 3 Custom chips for video, sound and graphics
- Internal video expansion: 15-pin edge connector and DMA slot
- Analogous RGB, Digital RGB, Composite (PAL) video output
- 512 Lines/Vertical frequency 60Hz display
- Maximum 1Mb video memory, with palette of 4096 colours and 8 sprites per scanline
- Centronics Parallel & RS-232 serial interfaces
- External floppy drive (Amiga compatible), hardwired alternative to remote control for keyboard, mouse etc.
- 2 Audio ports (stereo), MIDI IN and MIDI out, Stereo headphone socket, Smart Card slot for RAM-ROM cards
- Sony/Philips type CD-ROM standard with an average access time of 0.5 seconds & maximum access time of 0.8 seconds
- Data Capacity 540Kb
- Conforms to standard ISO 9660
- 8x Oversampling
- Signal/Noise of -92Db
- Audio Output to external output 1.1V RMS, 10K Ohm
- Frequency response of 4-20 KHz
- Sample rates of 44KHz to 8KHz
- Channel Specification: -85Db
- Harmonic Distortion 0.02% at 1KHz
- Max. audio capacity per disk 24hours, AM quality
- Dual 16-Bit D/A converter plus 64 levels of attenuation

FREE FROM SILICA SIM CITY CD

If you have ever played Sim City on a normal Amiga, you will be amazed when you see, listen to and play the Amiga CD version! Now even more addictive, with studio recorded sound and a massive 10Mb of graphics, Sim City CDTV is a life simulation game that has to be seen to be believed! Sim City comes free with every CDTV or A570 from Silica.

WORTH £29.99

211092-1400

SILICA SYSTEMS OFFER YOU

- FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- £12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-308 0888.
- SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- THE FULL STOCK RANGE:** All of your requirements from one supplier.
- FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new Amiga computer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after buying your Amiga, when you may require additional peripherals or software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

SILICA SYSTEMS



A NEW AGE IN HOME ENTERTAINMENT



ADD-ON FOR AMIGA OWNERS AMIGA A570 FOR THE A500



COMES WITH FRED FISH CDPD COLLECTION PLUS! FREE FROM SILICA SIM CITY WORTH NEARLY £50

The A570 is an essential add-on for your Amiga 500. CD-ROM is set to replace disks as the standard format for games and serious titles in the not too distant future. Most software companies have already announced plans to release CD versions of their software!

The sheer storage size of a CD (600 disks) means that using CD software is faster, graphics are enhanced and game play is increased with bigger levels, more complex problems to solve and larger areas to explore! And, being compatible with audio CDs, the sound quality from CD games is unrivalled! Sim City for instance has over 10Mb of data for its graphics alone and has music recorded in a studio! Silica's new low price of £299 means that there is no better time to buy the A570 and, with the award winning Sim City included FREE with every A570 from Silica, there's no better place to buy it from!

- Enables your Amiga to run CDTV software
- Plays normal audio CD discs
- Storage capacity equal to 600 floppy disks
- Internal RAM expansion option (Coming Soon)
- Internal hard drive option (Coming Soon)
- Compatible with CD + G and CD + MIDI formats
- Transfer time 153Kb/second
- Compatible with CD-ROM industry standard ISO9660
- Comes with Fred Fish CDPD collection + Sim City FREE from Silica

Note: 1mb of Chip RAM/FAT Agnus is required for full compatibility with all CDTV software. Silica offer an upgrade service. Please call and quote REA 1000.

SAVE £50! OFF RRP

RRP £349

£299

Ref: CCD 0588

AMIGA CDTV PLAYER



THE HOME ENTERTAINMENT SYSTEM FOR THE WHOLE FAMILY

SLEEK BLACK DESIGN!

The original pack for non-computer users, very easy to use and set up. The CDTV Stand Alone pack blends in well with your standard home entertainment equipment and is ideal for the whole family.

COMES WITH LEMMINGS + HUTCHINSON'S ENCYCLOPEDIA PLUS! FREE FROM SILICA SIM CITY WORTH NEARLY £115

£369

Ref: CCD 1000

AMIGA CDTV MULTIMEDIA SYSTEM



COMES WITH FRED FISH COMPLETE COLLECTION ON CD PLUS! FREE FROM SILICA SIM CITY

ZOO PACK INCLUDING:

- ZOO - platform title of the year £25.99
- STRIKER - soccer simulation £25.99
- PINBALL DREAMS - pinball simulation £25.99
- TRANSWRITE - word processor £49.95

WORTH NEARLY £180

£499

Ref: CCD 1250

OVER 100 SOFTWARE TITLES AND PERIPHERALS AVAILABLE

CALL FOR A FREE PRICE LIST

ALL PRICES INCLUDE VAT - DELIVERY IS FREE OF CHARGE IN THE UK MAINLAND

MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening
Tel: 081-309 1111 Fax No: 081-309 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening
Tel: 071-580 4000 Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB
Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 6.30pm) Late Night: Thursday - 8pm
Tel: 071-629 1234 Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm
Tel: 081-302 8811 Fax No: 081-309 0017

ESSEX SHOP: Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA
Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening
Tel: 0702 462426 Fax No: 0702 462361

To: Silica Systems, AMFOR-1292-99, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON AMIGA CDTV

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own?

The **AMIGA** Collection

FORMAT

Superb, complete, full-price programs for practically nothing isn't the whole story of the **Amiga Format** Collection. You also have the chance to upgrade to new versions of the Collection programs at special prices. Here are the offers...



Sequencer One Plus Upgrade Kit

Also on the Special Christmas Issue was the powerful *Sequencer One* music package. RRP £89. (If you missed out on this amazing offer – which included *Graphics Workshop* as well – you can still get copies through Back Issues.)

Through *Amiga Format* Mail Order you can upgrade to *Sequencer One Plus*. By doing so you can take advantage of a whole host of extra features that are not available on version one. These include the unique Juke Box screen and Gajits' new 'Diamond Drag' note-editing system. Also included in this latest update is tempo maps, auto count in, MIDI sys ex handling, track solo, extra quantis options and much more!

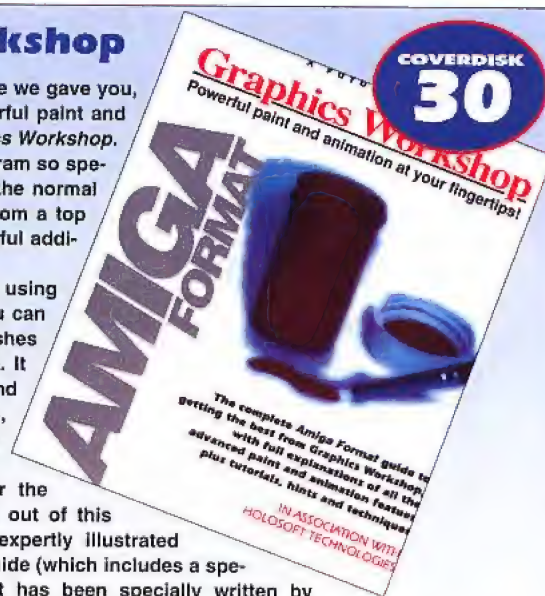
All of this should really sell for a massive RRP of £129.95. For a short time though, *Sequencer One Plus* is available as an upgrade kit for *Sequencer One* owners (and that of course includes everyone who has the program from the *Amiga Format* Coverdisk 30) for £49.95 (RRP). But we're offering it to you at a mere £39.95 which works out at an amazing total saving of £90.

Description	Price	Order Code
Sequencer One Plus	£39.95	AM235

Graphics Workshop

On our Christmas Special Issue we gave you, for virtually nothing, the powerful paint and animation program *The Graphics Workshop*. What makes this drawing program so special, though, is along with all the normal tools that you would expect from a top paint program are some powerful additional utilities.

You're not just limited to using one custom brush, instead you can pick up and store up to 10 brushes and use them at any one time. It also features not only ANIM and Animbrush forms of animation, but also a Cell system which is probably the most powerful animation system there is for the Amiga. Why not get the most out of this top program by buying this expertly illustrated instruction book and tutorial guide (which includes a special tutorial disk as well) that has been specially written by *Amiga Format* writer Maff Evans.



Description	Price	Order Code
Graphics Workshop	£16.40	GPHWK

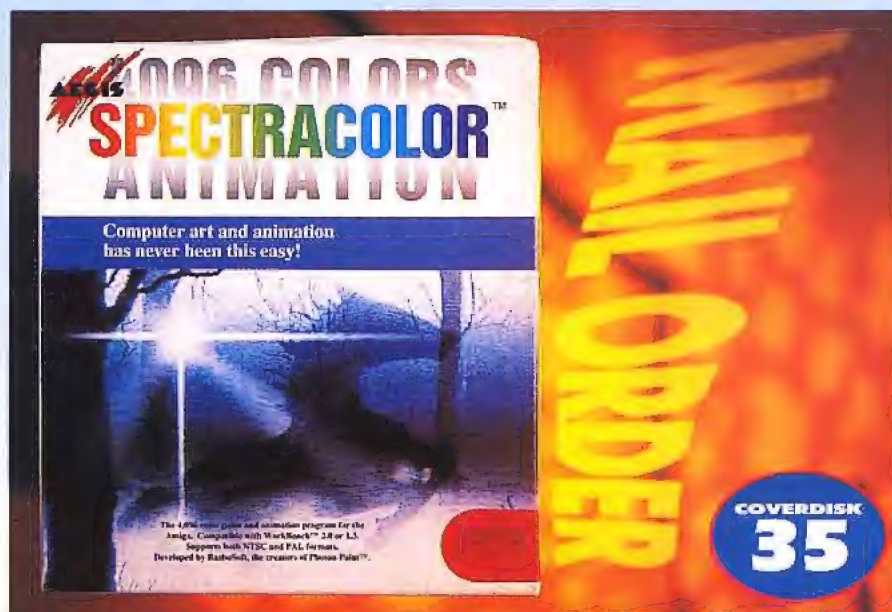
PageSetter 2



If you want to produce a news letter for your local rugby club, or start up a footie fanzine then all you need is some DTP software. And there's no better program to start off with than *PageSetter*. We gave away version 1.2 of this very first Amiga DTP program on the Coverdisk of Issue 34, however if you want the current version here it is.

Gold Disk's update of the beginner's layout program takes a different approach from the original. It has been completely rewritten in machine code for extra speed. Also, rather than having separate text-editing and picture-editing modules, it now lets you edit text on the page. It also uses Compugraphic scalable fonts throughout, so extra quality on printout is guaranteed. All in all, this is the next best thing to professional-quality DTP on the Amiga. A full and detailed manual is included.

Description	Price	Order Code
PageSetter 2	£50	PAGE UP

**Spectracolor**

Oxxi Aegis actually produced *Spectracolor* before they made the *Junior* version featured on the Coverdisk of **Amiga Format** 35. It was the first HAM paint program to use full brush animation, in the style of *Deluxe Paint*. Its powerful features make it a must for anyone who wants to do real animation in 4,096 colours, and it also has a number of unique innovations:

Brush Wraps

Advanced PAINT Modes

Air Brush

Brush Animations – including curved path animation with fades and simple morphing.

But this upgrade, specially arranged through **Amiga Format** Mail Order, doesn't stop there. you'll receive a program disk, plus a sample tutorial disk and in-depth 300-page manual that will take you through countless examples and techniques showing you precisely why *Spectracolor* is such an excellent paint-and-animation package.

Description
Spectracolor

Price
£29.99

Order Code
SPECT UP

CanDo - latest version

If you want to start learning about programming a computer then you can't go far wrong with Innovatronics' 'applications generator' *CanDo*. With this package you'll be able to create a variety of applications, from accounts packages to complete multimedia information systems that encapsulate all the elements that have made this subject the talking point that it has become in recent years.

Other programs can also draw upon *CanDo's* ability to use sampled sounds, IFF images, and even animations, and if you have Workbench 2 you can even use *CanDo* to control other applications on even hardware devices using ARexx scripts.

Innovatronics have been listening to requests from the people who used the original version of this powerful multimedia package, and the latest version 1.6 of the full professional *CanDo* program has a number of updates in accordance with their requests. Among these is full support for the the gameport device, which means you can even write games with it! The program comes with a full and detailed manual, which could make all the difference for aspiring *CanDo* programmers.



Description
CANDO

Price
£89.95

Order Code
CANUP

Amiga Format Mail Order

Name

Address

Post Code

Phone Number

[illegible]

Method of payment (please circle)	Access	Visa
<input type="checkbox"/> Cheque	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> PO	<input type="checkbox"/>	<input type="checkbox"/>

Please make cheques payable to:

Future Publishing Limited

All prices include posting, packing and VAT

Credit Card number
Expiry Date

**Amiga Format,
Future Publishing Limited,
Somerton, Somerset TA11 6TB**

**PLEASE DO NOT SEND CASH,
USE METHOD OF PAYMENTS LISTED ABOVE**

**For overseas orders call Nikki
for prices on + 44 458 74011
AFM/10**

GASTEINER



ICD POWER



Unit 3
Millmead Business Centre
Millmead Road
London N17 9QU
Tel: 081 365 1151
Fax: 081 885 1953

256 Greyscale Scanners

Total solution for scanning A4 images

**Amiga
Shopper best
buy**



Features:- True greyscales, 100-400 dpi, 105mm head, OCR option

Top quality hardware with the latest version of software from Migraph. Allows real time scanning, provides powerful editing/painting features. Compatible (imports/exports) IFF,IMG,PCX,TIFF and MACPAINT formats. Compatible with all Amiga's A500,A500+,A600,A1500,A2000,A2500 and A3000

Touch UP and Merge It Software

Full OCR Version
Software Available
£165.00

£119.95

**Touch UP, Merge It and Special
OCR software.**

Minimum system requirement 2Mb RAM, and a Hard
Disk

£199.00

Trackballs



**GOLD
AWARD
WINNER
IN ST
FORMAT
92%**

**ST
REVIEW
91%**

Stylish three button trackballs,
with third button supporting
auto fire and drag and hold

With two colour
shining Crystal Ball

£29.95

£34.95

Auto Mouse/ Jostick Switch



St Format 78%
Automatic Switcher
between two input devices
with a click of a button.
E.g. mouse/mouse,
mouse/joystick, joystick/
joystick.

£12.95

Mega Mouse



**GOLD
AWARD
WINNER
IN AMIGA
FORMAT
90%**

A 290 dpi high resolution Opto-Mechanical Mouse.
Top quality construction ensures rapid and smooth
movement, with micro switch buttons.

Mouse only

Mouse with hard mat
and mouse holder

£10.95

£14.95

Optical Mouse



St Format 81%
Cu Amiga 79%

Superb 300dpi Optical
Mouse with effortless micro
switch buttons. Fast, smooth
and reliable.

Includes Optical Mouse Pad
and Holder

£26.00

Optical Pen Mouse



A stylish Pen Mouse with
quality construction and
smooth fast movement.
Micro switch buttons. Ideal
for DTP artwork, etc

Includes Optical Pad

£35.95

Cordless Infrared Mouse



Cu Amiga 81%

Remote control mouse,
long working distance.
Long life rechargeable
battery. 260 dpi.

Includes Hard Mouse Mat.

£45.00



GoldenImage Mouse
with Mat

£13.95

The Brush Mouse with
D-Paint. **St Format**
£19.95 **88%**

**GOLD
AWARD
WINNER
IN AMIGA
FORMAT
90%**

ICD Products

AdRAM-2080(2 Mb RAM)	£139.00
AdRAM-540(4 Mb RAM)	£209.00
AdSCSI 2000 w/LPS105S	£405.00
AdSpeed	£129.00
AdSpeed/IDE-40	£229.00
Flicker Free Preference	£19.00
Flicker Free Video 2	£195.00
KickBack ROM Switcher	£19.00
Novia 60i	£359.00
Novia 85i	£449.00
Novia/AdSpeed 60i	£499.00
Novia/AdSpeed 85i	£599.00
Prima 105i	£429.00
Prima 120i	£445.00
Prima/AdSpeed 105i	£579.00
Prima/AdSpeed 120i	£599.00

1Mb RAM with Clock A600	£49.00
1Mb RAM without clock A600	£45.00
512k RAM with clock A500	£25.00
1Mb RAM for A500+	£39.00
Kickstart Switch	£14.95
Bootselctor Switch	£9.95
Power Supply for A500	£34.95
3.5" External Drive	£49.00
1Mb Simms	£25.00
2-8 Mb RAM for A2000/A1500	£129.00
Power Scanner	£95.00

Hard Drives

A500/A500+	
52 Mb RAM Upgradeable	£329.00
105 Mb RAM Upgradeable	£399.00
210 Mb RAM Upgradeable	£519.00
A1500/A2000	
52 Mb RAM Upgradeable	£299.00
105 Mb RAM Upgradeable	£379.00
210 Mb RAM Upgradeable	£499.00

Please add £3.50 postage and packing to all orders under £100.00 and Orders over £100.00 add £5.00 postage and packing. COURIER CHARGE £10.00. All prices include VAT.
Gasteiner accepts payments by Visa, Access, Cheque or postal order.

E. & O. E. Prices subject to change without notice. Goods subject to availability. Specification subject to change without notice.

Ladbroke Computing



33 Ormskirk Rd,
Preston, Lancs.
PR1 2QP

Ladbroke Computing International are one of the longest established home computer dealers in the UK. We have developed an extensive customer service policy which involves testing of all Hardware prior to despatch to ensure that goods arrive in working order, offering free advice and support over the phone and keeping customers informed. Although our prices are not always the cheapest we do endeavour to offer consistently good service and backup.

All prices are correct at copy date 19/10/92 (while stocks last), and are subject to change without prior notice. All prices include VAT but exclude delivery.

How to Pay

You can order by mail Cheques/Postal orders made payable to Ladbroke Computing. Or give your credit card details over the phone.

Delivery

Add £3 for postal delivery (check with staff before ordering)

Add £5 for next working day courier delivery. Add £11 for Saturday courier delivery. (Mainland UK only)

Open Mon-Sat 9.30am to 5.00pm.
Ladbroke Computing Ltd Trading As
Ladbroke Computing International

Fax: (0772) 561071

Tel: 9 am - 5:30 pm (5 Lines)

(0772)203166

Printers



Star

Star LC20	£ 124
Star LC100 colour	£ 165
Star LC24/100	£ 179
Star LC24/200 colour	£ 259
Starjet SJ48 Bubblejet	£ 210
SJ48 Sheetfeeder	£ 69

Citizen

Citizen Swift 240 Colour	£ 270
--------------------------	-------

Hewlett Packard

HP Deskjet 500	£ 339
HP Deskjet 500 colour	£ 449

Lasers

Seikosha OP104	£ 549
----------------	-------

- 512K RAM (Exp to 2.5Mb)
- HP Laserjet IIP emulation
- 14 resident fonts
- 12 months on site warranty

Ricoh LP1200	£ 759
--------------	-------

- Fully HP III compatible
- 400Dpi resolution
- 2Mb RAM on board
- Serial & Parallel ports
- 12 months on site warranty

All Star dot matrix printers come complete with 12 months on site warranty. Please add £3 for Centronics cable.

Hand Scanners



- 100,200,300,400 Dpi resolutions.
- 1 letter mode, 3 photo modes.
- Includes two of the most respected graphics packages, MIGRAPH'S TOUCH UP and DELUXE PAINT III.

Golden Image Scanner £ 109.99

Jin Scanner £ 89.99

Jin as above but excluding Touch Up.

GVP II Hard drives

- Quantum SCSI Hard drive
- Ultra fast 11ms access
- Up to 8Mb RAM on board
- Disable switch
- 2 year warranty

52Mb No RAM £ 329

52Mb 2Mb RAM £ 369

52Mb 4Mb RAM £ 429

120Mb No RAM £ 439

120Mb 2Mb RAM £ 479

120Mb 4Mb RAM £ 529

120Mb 8Mb RAM £ 649

2Mb SIMM upgrade £ 48

4Mb SIMM upgrade £ 93

8Mb SIMM upgrade £ 180

Repair Services

Our Service department can repair Amiga's in minimum time at competitive rates. We can arrange for courier pickup and return delivery of your machine to ensure it's safety. We even have a same day service which will ensure your machine is given priority and subject to fault, completed the same day. We can fit memory upgrades, ROM upgrades. We offer a Quotation service for £15 for which we will examine your machine and report back with an exact price for repair. If you do not wish to go ahead with the repairs then just pay the £15. However if you do go ahead then the charge is included in the minimum charge. Please note: The minimum charge covers labour, parts are extra.

Quotation service	£ 15
Min repair charge	£ 35.25
Courier Pickup	£ 11
Courier return	£ 6
Same day service	£ 15
A500 PSU	£ 39.99
Internal drive	£ 39.99

Atari Falcon 030

The Falcon features: 16MHz 32 bit 68030 CPU, 16MHz Blitter, 32MHz DSP 8 channel 16 bit CD quality sound chip, VGA resolution in 65536 colours, Multitasking TOS, Network port, 1.44Mb floppy, expandable to 14Mb RAM, Stereo microphone input for direct sound digitising, Stereo sound output.

Falcon 1Mb RAM £ 479.99

Falcon 4Mb RAM 65HD £ 879.99

Amiga 600 Packs

Amiga A600 £ 264.99

Includes: The new reduced size keyboard, internal modulator, 1Mb on board RAM, Workbench 2.05. Will take smart cards. Also includes 12 months on site Warranty.

Amiga 600 wild, wierd and wicked pack £ 314.99

Includes A600 with Pushover, Microprose Grand Prix, Silly Putty and Deluxe paint III.

A600HD Epic Pack £449.99

Includes A600 with 20Mb internal hard drive and Epic, Trivial Pursuit, Rome Myth.

A500 Plus Cartoon Classics £ 269.99

Special Offer while stocks last.

A500 Class of the 90's £ 434.99

Special Offer while stocks last

Mini Office £ 45

Wordprocessor, Database, Spread sheet, Disc Utilities and Graphics.

Compendium Six £ 29.99

A Pack of 6 educational games to encourage creative learning in Maths, Science, Geography and English.

Mice



Golden Image Mouse £ 14.99

The Golden Image Mouse was recently given an Amiga Format Gold Award with 90% and offers 290 Dpi resolution, 2 high quality microswitched buttons and a free mouse mat.

Optical Mouse £ 24.99

The Golden Image Optical Mouse is a high quality, 3 button, replacement mouse. The fully Optical mechanism means no moving parts offering far higher reliability. Includes Mat.

Jin Mouse £ 7.99

Don't be deceived by the low price of this mouse. Mass production of the Jin mouse has resulted in a high quality Opto/Mechanical mouse featuring 290 Dpi resolution.

Ladbroke's Mouse mat £ 2.98

Please add £2 for P&P on mice.

Floppy Drives



- 880K formatted capacity
- Double sided, Double density
- Through port

GI External drive £ 47.99

Amiga internal drive £ 39.99

GI Brush Mouse



"The Natural way to draw"

- 150Dpi resolution
- Opto/Mechanical mechanism
- 500mm/SEC tracking speed
- Switchable between Amiga/ST
- Direct Mouse replacement.

GI Brush Mouse £ 19.99

GI Brush + Dpaint III £ 24.99

RAM Upgrades

A500 512K with clock £ 17.99

The golden Image 512K RAM upgrade includes battery backed clock and enable/disable switch.

Xtra RAM A500 + 1Mb £ 49.99

The Xtra RAM for the A500 Plus only, adds 1Mb of chip RAM to the A500 Plus.

A600 Amitek 1Mb with clk £ 42.99

Plugs straight into A600 trap door. compatible with A600, A600HD.

Accessories

50 3.5" disks	£ 20
100 3.5" Disks	£ 38
3.5" Disk head cleaner	£ 4
40 disk box	£ 4.99
80 disk box	£ 7.99
150 Disk box	£ 17.99
A500 Dustcover	£ 3.99
Mouse J/S extension	£ 5.99
PRO Star Mini joystick	£ 14.99

Monitors



Philips 8833MKII £ 189.99

This best selling colour, stereo monitor comes complete with 12 months on site warranty and free Lotus Turbo challenge II.

Philips 15" FST Tv £ 219.99

- SCART input Tv
- 39 channel remote control
- Flat Screen

Philips 15" Cube Teletext £259.99

- SCART input Tv
- 60 channel remote control
- Fastext teletext
- Flat Screen
- 3 Speaker sound

8833 MKII-Amiga cable £ 9.99

Philips SCART to Amiga £ 9.99

8833MKII dustcover £ 7.99

14" Monitor stand £ 9.99

THE No1 MONITOR FOR THE AMIGA

AND ATARI ST

**OFFICIAL
UK PRODUCT**
FULL SPECIFICATION AND
1 YEAR ON-SITE WARRANTY



PHILIPS 8833 Mk II
14" COLOUR MONITOR



CAN YOU HANDLE IT?

THE GAME

Lotus Turbo Challenge 2 from Gremlin Graphics takes racing games to new dimensions. Pass through hazardous tunnels; twist along log-strewn tracks; speed over sand drifts. It's an action packed test of your skill and speed - CAN YOU HANDLE IT!

FINAL CHALLENGE EXCHANGE

If you already own a copy of Lotus Turbo Challenge 2, don't worry. You can return the Free copy from your new monitor and, for just £5, Philips will exchange it for "Lotus - The Final Challenge". You can use this new software to design and create your very own racing circuits.

THE COMPETITION

WIN A DAY FOR 2 AT THE 1993 BRITISH GRAND PRIX

Imagine grandstand seats at the most acclaimed event in the Formula One year - The British Grand Prix. Philips will fly you and a friend into Silverstone and there's the chance to meet a famous Formula One personality at a celebrity reception. It's then time to take your grandstand seats for the morning's practice. A delicious 4 course lunch follows; then it's back to your seats for the Grand Prix itself.

It's all part of an exciting first prize package in the Turbo Challenge Competition. And, if you don't get the chequered flag, there are 40 runner-up prizes of Ferrari Testarossa remote control cars.

WITH

PLUS!

A DAY AT THE 1993
GRAND PRIX AND
40 REMOTE CONTROL
FERRARI TESTAROSSA
CARS TO BE WON!

**LOTUS TURBO
CHALLENGE 2**

PHILIPS 8833 Mk 2 14" COLOUR MONITOR
+ FREE LOTUS TURBO CHALLENGE 2 SOFTWARE

£199
INC VAT Ref: MON 8855

THE MONITOR

- 14" CGA COLOUR MONITOR
- OFFICIAL UK PRODUCT
- 1 YEAR ON-SITE WARRANTY
- FREE! LOTUS TURBO CHALLENGE 2 SOFTWARE
- RESOLUTION: 600x285
- HORIZONTAL FREQ: 15.6KHz
- .42mm DOT PITCH
- STEREO AUDIO SPEAKERS
- EARPHONE SOCKET
- TTL-DIGITAL & RGB-ANALOG COMPUTER INPUT SIGNAL
- CVBS VIDEO INPUT SIGNAL
- DARK GLASS SCREEN
- GREEN SWITCH TO SIMULATE MONO DISPLAY
- AMIGA, ST, PC COMPATIBLE
- CABLE REQUIRED
See Accessories below

USING A TV?

Switch to a monitor and
SEE WHAT YOU'RE MISSING!
If you are currently using your Amiga or ST
with a domestic television set,
then you are missing out on picture quality.

Unfortunately, because your TV is used to receiving inferior UHF transmissions from the airwaves, it only has a UHF socket. So, your computer has to downgrade its high quality digital RGB (Red, Green, Blue) signal to UHF to enable your TV to receive it. However, because your TV can only display using RGB, it has to convert the UHF signal back to RGB before it can put a picture on the screen. Of course, every time you convert from one signal to another, there is a loss of quality which means that the final picture on the TV is not as good as the original signal from your computer.

You can overcome this with a monitor, which has an RGB socket, not UHF. Your computer will recognise this, and send its original RGB signal to the monitor which will display the image directly to the screen with no loss of quality.

The Philips 8833 is the best selling colour monitor for the Commodore Amiga and Atari ST. Ideal for game playing, it offers excellent colour graphics and has stereo audio speakers for enhanced stereo output from the Amiga and ST-E. The performance and reliability of the 8833 is exceptional, which is why we are confident to offer 12 months ON-SITE warranty with every Philips 8833 monitor. Plus, every 8833 from Silica comes with FREE Lotus Turbo Challenge 2 software, all for only £199 inc VAT.

RECOMMENDED!

For maximum enjoyment of Lotus Turbo Challenge 2, we are pleased to recommend the best selling Zip Stik Super Pro Joystick. The Zip Stik is probably the best joystick currently available and the world's fastest rapid fire! At only £12.95, it represents superb value for money.

- Durable steel shafted handle
- 8 microswitches
- Handheld/table top
- 2 fire buttons
- Triple action auto-fire
- Single shot
- Short rapid burst
- Magblast continuous fire
- Rubber suction cups
- Extra long lead
- 1 yr g'tee

ZIP STIK PRO
£12.95
JOY 5500



**COMPUTER
WORK
STATION**
£49.95
MOA 1290

ACCESSORIES

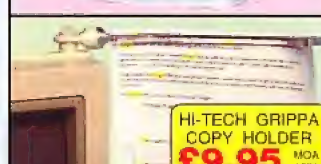
All of the accessories below
are suitable for use with the
Philips 8833 Colour Monitor



**COMPUTER CLEANING
AND VACUUM KIT**
£19.95
MOA 1301



**TILT & SWIVEL
MONITOR STATION**
£11.95
MOA 5544



**HI-TECH GRIPPA
COPY HOLDER**
£9.95
MOA 1559



**DUST
COVER**
£4.95
DUST 1004

CABLE - £9.95

You will need a cable to connect the Philips 8833 to your computer. These cables are normally £14.95 each but, if you buy one from Silica at the same time as your new monitor, we will give you a £5 discount so you pay only £9.95 inc vat. Make sure you order the correct cable for your computer.

CAB 5510 - ST-E STEREO SOUND
CAB 5508 - ST-FM MONO SOUND
CAB 5050 - AMIGA STEREO SOUND

SAVE £5!

ALL PRICES INCLUDE VAT AND FREE DELIVERY IN THE UK MAINLAND

SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 14 YEARS:** Proven track record in professional computer sales.
- **£12 MILLION TURNOVER (with 60 staff):** Solid, reliable and profitable.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available 081-308 0888.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers + software and peripheral details.
- **PAYMENT:** Major credit cards, cash, cheque or monthly terms.

Before you decide when to buy your new monitor, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals and software, or help and advice with your new purchase. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for almost 14 years and, with our unrivalled experience and expertise, we can now claim to meet our customers' requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Systems Service".



MAIL ORDER HOTLINE
081-309 1111

**SILICA
SYSTEMS**



MAIL ORDER: Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-309 1111 Fax No: 081-309 0608
LONDON SHOP: Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening	52 Tottenham Court Road, London, W1P 0BA	Tel: 071-580 4000 Fax No: 071-523 4737
LONDON SHOP: Opening Hours: Mon-Fri 9.30am-7.00pm (Sat close 5.30pm) Late Night: Thursday - 8pm	Selfridges (1st Floor), Oxford Street, London, W1A 1AB	Tel: 071-629 1234 Extension: 3914
SIDCUP SHOP: Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday - 7pm	1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX	Tel: 081-302 8811 Fax No: 081-309 0017
ESSEX SHOP: Opening Hours: Mon-Fri 9.30am-5.30pm (Sat 9.00am-6.00pm) No Late Night Opening	Keddies (2nd Floor), High Street, Southend-on-Sea, Essex, SS1 1LA	Tel: 0702 462426 Fax No: 0702 462363

To: Silica Systems, AMFOR-1292-91, 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON PHILIPS MONITORS

Mr/Mrs/Miss/Ms: Initials: Surname:

Company Name (if applicable):

Address:

Postcode:

Tel (Home): Tel (Work):

Which computer(s), if any, do you own? 91B

NEW LATE NIGHT SHOWROOM OPENING UNTIL 7PM, WEDNESDAY TO FRIDAY • Evesham Micros

PRINTERS

Prices Include VAT, Delivery and Connection Cable

ALL EVESHAM MICROS STAR PRINTERS INCLUDE 12 MONTHS ON-SITE WARRANTY

Star LC 20 Successor to LC 10, 4 fonts, 180/44cps	£129.99
NEW! Star LC 100 Entry level 9-Pin Colour, 4 fonts	£168.03
Star LC 200 9-Pin Colour, 4 fonts, 180/45cps	£193.88
NEW! Star LC 24-100 24-Pin, 5 fonts, 192/64cps	£196.23
Star LC 24-200 24-Pin, 5 fonts, 192/64cps, excellent features	£204.45
Star LC 24-200C Superb 24-Pin Colour, 5 fonts, 200/67cps	£269.08
Automatic Sheet Feeder for 10" LC printers (pls state model)	£64.95
Star XB24-200 COLOUR 24-pin, 80 col. power printer	£358.95
Star XB24-250 132 column version of XB24-200	£438.28

Citizen Swift-24E including COLOUR kit	£299.99
Hewlett-Packard Deskjet 500	£359.99
Hewlett-Packard Deskjet 500C (Colour)	£529.00
Canon BJ-10EX Inkjet Printer	£233.83
Epson LX400 budget 10" carriage 9-pin 180/25cps	£139.00
Epson LX100 24-pin 180/60cps, 8k buffer	£205.00
Panasonic KXP1124i updated 24-pin model 300/100cps	£279.00
Panasonic KXP2123 good value 24-pin colour model	£299.00

TOP VALUE 400dpi HANDY SCANNER

QUALITY SCANNING - AT THE RIGHT PRICE!

At a genuine 400dpi scanning resolution, this scanner produces truly superb quality scans. Has a full 105mm scanning width, variable brightness control and 100/200/300/400dpi resolution. **Daatascan Professional Version 3** - scanning and editing software allows real-time scanning in either line art or in up to 64 simulated grey scales. Provides powerful editing features and excellent compatibility with most DTP and Paint Packages, eg. Deluxe Paint 4, Touch-Up. Also supplied is **The Publisher DeskTop** Publishing package, ideal for incorporating your scanned images into flyers and newsletters.



Now includes **DAATASCAN PROFESSIONAL VERSION 3** and **THE PUBLISHER'S DESKTOP** Publishing software

STILL ONLY £99.99

TRUEMOUSE



WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, now with a 300dpi resolution. Amazing new price!

£14.99 SATISFACTION GUARANTEED

GOLDEN IMAGE OPTICAL MOUSE Amiga/ST compatible - excellent travel+accuracy assured. NEW LOW PRICE!.. **£29.00**

TRACKBALL



High performance trackball, directly compatible to any Amiga or Atari ST. Plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed!

ONLY £29.95

NEW! A500 ROM SWITCHER

SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500 IS EASY WITH OUR NEW ROM SWITCHER!

You can improve software compatibility on your A500 Plus! By fitting our ROM switcher, you can alternate between the Kickstart 2 already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed, and requires no soldering or special technical knowledge. Fitting allows two methods of switching; either by keyboard reset, or by an external toggle switch. N.B. Kickstart ROM not supplied. A500 Revision 5A boards will require circuit modification.

ONLY £24.95

Kickstart 1.3 ROM supplied separately	only £29.95
Kickstart 2.0 ROM supplied separately	only £39.95
A500 Revision 5A PCB Circuit Modification Service	£29.95

ZY-FI Amplified Stereo Speakers

REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE SPEAKERS!



Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction to the full with this new design twin speaker system! Incorporates a built-in amplifier with separate adjustable volume controls for each speaker unit. Runs from PSU (supplied) or from batteries (not included).
Speaker Dimensions: 160x95x105mm (HxWxD)

ONLY £39.95

AMIGA 600

EXCITING NEW PACKS

AMIGA 600

STANDARD PACK

Features: Delux Paint • Exciting game title • 12 months on-site maintenance

ONLY £279.99
2MB RAM/CLOCK VERSION £314.99

WILD PACK

Features: Push-over • Grand Prix • Putty • Delux Paint III • 12 months on-site maintenance

ONLY £324.99
2MB RAM/CLOCK VERSION £359.99

4MB RAM CARD

For any A600.....£149.00



• Built-in TV Modulator • Built-in IDE Hard Disk Controller • Kickstart 2 • 1Mb ChipRAM • Accepts Memory Cards

EPIC PACK

Commodore's 20Mb Hard Disk version, features: Epic • Rome • Myth • Language Lab • 5 language Dictionary • Trivial Pursuit • Delux Paint III • 12 months on-site maintenance

ONLY £449.99
2MB RAM/CLOCK VERSION £484.99

Evesham Micros SPECIAL HARD DISK UPGRADED MODELS

We are now able to supply Amiga A600's with larger hard disks. We take a single drive A600 and install a high quality 2 1/2" IDE hard drive. All models are available with 2Mb RAM - please add £35.00

	40Mb	80Mb	120Mb
STANDARD PACK	£479.99	£529.99	£599.99
W/W PACK	£524.99	£574.99	£644.99

UPGRADE YOUR OWN A600 TO HARD DISK

Bring the benefits of a Hard Disk installation to your existing Amiga 600 with our easy to fit upgrades.
40Mb **£229.00**
80Mb **£279.00**
120Mb **£359.00**

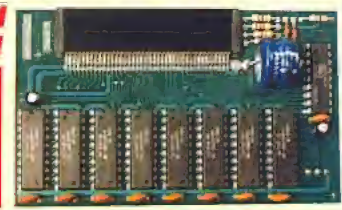
NEW FROM Evesham Micros

A600 1MB RAM/CLOCK UPGRADE

UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!

- Simply Plugs into the A600's trapdoor expansion area
- Increases total RAM capacity of A600 to 2Mb 'ChipRAM'
- RAM Enable / Disable Switch
- Battery-Backed Real-Time Clock

ONLY £39.99



ROCGEN GENLOCKS

OFFERING EXCEPTIONAL VALUE FOR MONEY, the Roggen Genlocks offer levels of quality, function and sophistication not normally available in this price category.



SPECIAL OFFER! ROGGEN MK.II INCLUDES 'HOME TITLER' SOFTWARE FOR A500

GENLOCK MK.II ONLY £79.99

GENLOCK PLUS ONLY £119.99

PHILIPS 15" TV/MONITOR



With its dedicated monitor input, this model combines the advantages of a high quality medium resolution colour monitor with the convenience of remote control Teletext TV - at an excellent low price! Features dark glass screen for improved contrast, plus full range 3-way speaker sound output.

£269.00 Including VAT, delivery & cable

Philips CM8833 Mk.II Monitor (Genuine UK version), includes cable, 1 Year on-site maintenance and 'Lotus Esprit Turbo 2' game..... **£199.00**

ACCESSORIES

Add-on hard drive for A590 external cased unit with power supply	
40Mb	£249.00
100Mb	£399.00
MIDI Interface connects to serial port.	£19.95
Virus Protector fits to last drive in system, protecting all drives	£6.95
VIDI-12 Amiga video digitiser package inc. VIDI-Chrome	£110.00
Amiga 500 Dust Cover	£4.95
Amiga 600 Dust Cover	£4.99

PROFESSIONAL AMIGA REPAIRS

Fixed rate repair service, includes disk drive faults.....£54.95
Please contact us on 0386-446441
Please note that we reserve the right to refuse any machine which is beyond economic repair

REPLACEMENT POWER SUPPLIES

Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY £39.95

Replacement Power Supply for A590 Hard Disk.....£49.95

3 1/2" EXTERNAL FLOPPY DRIVES



AMAZING LOW PRICE!
£47.99
including VAT & delivery

- Very quiet
- Slimline design
- Suits any Amiga
- Cooling vents
- Sleek, high quality metal casing

- Quality Citizen/Sony drive mechanism
- Enable / Disable switch
- Full 880K Formatted Capacity
- Long reach connection cable
- Throughport facility for addition of further drives

REPLACEMENT A500 INTERNAL 3.5" DRIVE KIT



Fully compatible, with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions.

ONLY £39.99

HOW TO CONTACT AMIGA FORMAT

You can be certain of getting your enquiry to the magazine dealt with, but only if you make sure you're addressing your letter to the right person or place.

- We can never give personal replies by mail, so don't send us a stamped-addressed envelope.
- We can under no circumstances give personal replies by fax, so please don't ask us to.
- We are available for enquiries by telephone every Tuesday between 10am and 6pm, and we'll be happy to talk to you then.
- Our advertising department can help with problems concerning companies who advertise in the magazine if you phone during normal office hours.
- Our subscriptions service and the **Amiga Format** Mail Order department are not in the same building. They can be contacted on 0458 74011.

WORKBENCH

If you have any problems with the technical side of your Amiga, with hardware or with serious software, Pat McDonald will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.

WORKBENCH, **AMIGA FORMAT**, 30 MONMOUTH STREET, BATH BA1 2BW

GAMEBUSTERS

If you've just found the cheat mode, mapped out the levels or found all the passwords for the latest game, send the info to Maff and you could win a prize. Or, if you're stuck, ask Helping Hand for advice – or solve someone else's problem and win a prize!

ANDY NUTTALL, GAMEBUSTERS, **AMIGA FORMAT**, 30 MONMOUTH STREET, BATH BA1 2BW

LETTERS

The letters pages are there for you to air your views and share your opinions: please remember not to ask questions that should be in Workbench! Damien is looking for thought-provoking or entertaining letters, the shorter the better. Prizes given for the best two.

LETTERS TO THE EDITOR, **AMIGA FORMAT**, 30 MONMOUTH STREET, BATH BA1 2BW

COMPETITIONS

To enter a competition, write the answers and your name, address and phone number on the back of a postcard or a stuck-down envelope and send it in. You can enter as many times as you wish, but all entries must be posted separately: don't put several entries in one envelope together, or include entries with letters to any other part of the mag.

COMPETITION, **AMIGA FORMAT**, 29 MONMOUTH STREET, BATH BA1 2DL

SPECIAL OFFERS

If you've ordered something from the **Amiga Format** Mail Order section and you've got a problem, please remember that we on the magazine don't deal with it at all. Write to Mail Order at our Somerton address or telephone 0458 74011.

AMIGA FORMAT MAIL ORDER, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY

SUBSCRIPTIONS

Similarly, if you move house and want to make sure your copy of the magazine catches up with you, then send the new address to:

AMIGA FORMAT SUBSCRIPTIONS, THE OLD BARN, SOMERTON, SOMERSET TA11 7PY

FAULTY COVERDISKS

The disks are duplicated and stuck on the magazine by a firm we employ for that specific purpose. If you have a faulty disk, send it to them enclosing an SAE. We don't keep stocks of disks, so we can't help. DISCOPY LABS, UNIT A, WESTMARCH, LONDON ROAD, DAVENTRY, NORTHANTS, NN11 4SA



Letters

Welcome back to the bit of the magazine that's all yours – kind of. Here you can have your say, voice your thoughts and actually make a difference, provided you've got any ideas or opinions to offer and you're capable of expressing them succinctly! The address to write to is Letters, **Amiga Format**, 30 Monmouth Street, Bath BA1 2BW. This month we've got a bit of a stir going in, what with the steady advance of the A600 and the launch of the A1200...

HD OR NOT HD?

I am writing to you for a bit of advice on the new A600. I own an Amiga 500 with 1Mb and I am interested in buying the new Amiga 600. The problem is that I am not sure whether to buy the A600 for £300 or pay the extra money for the A600 and 20Mb hard disk. Please could you tell me what advantages there would be if I purchased the A600 with hard drive, and if it is worth the extra money.

Philip White, Horsham, W Sussex

A hard drive makes an enormous difference to any computer, and we're about to start a crusade to get all Amiga owners to get a hard drive. Programs load quicker from HD and you can keep all your favourite programs there and save files (DPaint pictures, letters from your word processor) to it.

However, if you buy a 600 you can also put an IDE hard drive in it later; the 20Mb drive in a 600HD is not really big enough (the American 600HD has a 40Mb drive); and remember, a lot of games don't install to a hard drive.

And I don't really see any point in moving from a 500 to a 600 – they're basically pretty similar. Wait for the A1200. Next issue we'll examine the ins and outs of installing an IDE hard drive inside an A600 or A1200.

WHICH AMIGA?

Help! I am planning to buy an Amiga around Christmas, but I can't choose between the A600 and the A500 Plus. I asked the nice man at Dixons, who advised me to buy an A600, but when I asked a man in

a computer shop, he said to buy the A500+, because there had been compatibility problems with the A600 that the A500+ doesn't have. I bought your excellent mag, and read it from cover to cover, but I still can't decide. The £100 difference is a lot, so please advise!

Timothy Newman, Kingston

Buy the A600 or A1200. The 500 Plus is now last year's model and in all the workings is identical to the 600. We're not aware of any software compatibility differences between the 500 Plus and the 600.

TV STARS (AGAIN?)

Concerning the use of Amigas as anything other than games machines, I would like to draw everyone's attention to their use in the music video industry. Watching MTV's Saturday night *Partyzone* programme, I was surprised to see the number of recognisable Amiga influences.

The video for *Shades* by House at Usher features the Fred Astaire lookalike dancing animation which accompanies (I think!) *Deluxe Paint III*. The same video has footage of a CAD program which has the USS Enterprise as one of the 3D models. (I'm not sure which package, but I've seen screenshots of it).

On the following videos, apart from the customary fractals/plasmutex effects, there was a simple polygon spaceship flying around, the classic juggler anim, a running man made of Bobs [blitter objects], and a display of some form of sampling software.

Although some of the effects might not be Amiga

Continued overleaf

Vision On

Got a picture you're proud of? Send it in, see it in print and win an **Amiga Format** binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pics on display too. However your image was created, whether you've sketched it in *DPaint* or generated it with a ray-tracing package, we'd like to see it. Only the best will make it into these hallowed pages. Send your entries on disk in IFF format to The Gallery, Letters, **Amiga Format**, 30 Monmouth Street, Bath BA1 2BW.



Honda by Martin Edwards of St Athan.

related, most were too obvious to miss and can only be from an Amiga. The existence of our computer in such popular media can only be a good sign.

Richard Munden, Cottingham

Interesting. A lot of these are probably American in origin, and show how widespread the Amiga is over there as a video production tool.

Let's not start another bout of 'I've seen an Amiga on the TV' letters, but we would like to hear from anyone who is using the Amiga in video work.

AMIGA ON TOP

I think the new Amigas with the AA chip set will knock out the PC leisure market almost completely. The only reservation I have is what the software companies do – I would be upset if they went A1200 only.

I doubt this is very likely, though, as there are so many people who own A500/600 machines and won't be able to upgrade immediately. I think my major hope for the A1200 is that it could be used for game porting. This might stop us having to put up with poor PC conversions from unprofessional coders. Surely coding down from Amiga to Amiga would produce better quality games than PC to Amiga.

I've noticed a lot of comments in magazines about the PC versus Amiga situation. I know that you probably know more about it than me, but I have to admit reading Oracle last week cheered me up. One of their pages, related to computers, showed a Gallup survey which worked out that the Amiga beat all the other home computer leisure software sales hands down – even if you added all the rivals' sales together.

Robert Pomfret, East Didsbury

The news would appear to be that developers are working to 1200 standards then porting games down to the A500/600, which is good because it ensures quality and ambition.

As for the sales figures: yes, those are quite correct and it's worth bearing that one in mind.

PIRACY PART 1

A large proportion of Amiga software in use is pirated. With the Mac and PC, for every legal copy there are 1.4 illegal ones in use in businesses. Honest users keep the software houses in profit by paying highly inflated prices for software. This is immoral and unsustainable.

Enter stage left – CDTV, the great grey hope. Piracy will be eliminated only when it becomes uneconomical. A blank disk costs a few pence; a blank CD you can write to will cost about £10 but a CD costs 60p (and falling) to manufacture.

So release all software on CD for a tenner. Anything worth buying will be bought in huge quantities, including Amigas and CD drives. Try selling stuff for £30 – £40 and people will buy consoles.

The second part of the equation is quality control. I believe one reason for the home computer crash of 1983–84 was caused by a glut of poor-quality, expensive software. Quality control is one of the reasons for the phenomenal success of Nintendo. Commodore must go for quality rather than quantity.

What about me, would I buy a CD-ROM? Probably, just for the PD disc. Unfortunately I own an Amiga 1000 – you know, the one Commodore promised would be kept in step with all future developments! Perhaps you could mention this to them. Knowing Commodore they would just ignore me.

Oh, and in the article on games programmers it was stated that the PET is an ancestor of the Amiga. This is total rubbish. The Atari VCS and Atari 800 are the ancestors of the Amiga. Just ask Jay Miner.

David Foulkes, Prescott, Merseyside

You're quite right about CD being the potential saviour of the software industry and it's a point we've made several times. I doubt, however, that we'll see software as cheap as £10. There is some truth in the idea that you get many more hours of fun from a game than you do from, say, a video, so in some ways a higher price is justified. But we've got some more interesting opinions on piracy coming up...

CAUGHT!

OK, the game's up! Did you really think you could get away with it? You know I'm talking about the 'so called' picture of Shaun Southern in the programmers section last month. Am I not correct that this is exactly the same picture that appeared in TV listings magazines and is, in fact, Colin Firth who plays the hostage in a docu-drama about the Lebanon? Do I spot a deliberate mistake? I rest my case!

Mark McCormack, Huddersfield

Errm... yes. We couldn't find a picture of Shaun, so we thought it might be quite amusing to see if anyone recognised Colin instead. But we're not feeling generous enough to give you a prize!

DRIVES YOU CRAZY

Guess what these games have in common: F-19, Thunderhawk, Harlequin, Shadow of the Beast, Shadow of the Beast 2, Xenon 2 and Corporation. All these games do not use a second disk drive!

What's the point of buying a second drive if companies don't make full use of the drives? I've paid £50 for my drive, and I would like companies like Gremlin, Core Design and Psygnosis to make use of it.

Dean Graham, Burnley

A very, very good point. With the arrival of the 1200, Ocean for one have told us that they plan to test all games on all processors – which is one thing that's

been annoying Amiga Format readers for a long time – and also to make all games hard drive installable. But will they take two floppies into account? After all, there's no good reason why not!

PIRACY PART TWO

I regularly buy most major Amiga-related magazines and each and every one, at one time or another, makes the pirate out to be a sleazy, unwashed, fag-in-the-gob, square-eyed monstrosity who spends 23 hours a day hunched over some super-endowed Amiga or PC.

This type of pirate is blamed for the majority of all software-related piracy: he takes great delight in ripping off the software houses for millions of pounds every year, has multiple orgasms every time he manages to 'crack' the latest software protection and no doubt gains even greater enjoyment, not to mention 'brownie points', every time he manages to spread copies of his 'cracked' software to his other under-world compatriots.

But it's rubbish! Software pirates can be anything from the seven-year-old schoolkid trading games in the playground to the 66-year-old business executive giving each of his employees a workstation running Lotus 1-2-3, or something similar, that the company only bought one copy of!

Software piracy is not just relegated to dingy back streets and dimly lit terraced houses. In fact, software piracy is firmly embedded (and is a majority shareholder I might add) within the computer manufacturing, distribution and retail sphere.

Paul Dalby, Glossop, Derbyshire

And, as you imply at the end of your letter, not until we recognise this fact will we be able to do something about piracy. You're quite right.

I think we have been guilty in the past of using this stereotype, but mostly I think it's the term 'pirate', with its glamorous connotations, is the problem.

There are a few dedicated crackers around who think they're doing something terribly clever and anarchic, but really they make practically no difference. It's 'playground piracy' that's the problem: young people and ignorant parents who think it's no worse to copy a game disc than it is to tape a programme of the telly. And of course there's an enormous difference.

It's this casual copying that will be stamped out by CD – it will be difficult to copy in the home and uneconomical to copy any other way. When it happens, we'll start seeing what games can really be like, because the software houses will have the money to put into real development work.

PIRACY PART 3

After reading the numerous debates throughout the letter pages of your magazine about piracy it would

Continued on page 270



Joker by J McConnell of Belfast.



Strange by Finlay C Bell of Arbroath.



Mary by Neil Gascoyne of Chterfield.

STAR FALLEN?

I saw your article entitled 'Which Printer' in the October issue of *Amiga Format*, and being naturally curious I wanted to know what, if anything, you had said about the Star LC-20. How can a reviewer give the LC-20, the successor to the best-selling LC-10, a verdict of 65%?

First thing: the price. How did you manage to get the price quoted as £235? Why don't you take a quick look at some of the adverts in a copy of *AF*? You may notice that it is actually impossible to buy an LC-20 for more than £200. Mine cost me £140 back in December.

Next you mention your NL-10 self-destructing: could this have been due to over-heating? You failed to pick up on the improvements made to the print head. They haven't cured the 'gets very hot very quickly indeed' syndrome suffered by most Star printers, but they have addressed the problem.

The print head now has a plastic cage around and some kind of temperature sensing built in. Now when you print out large amounts of high-density graphics, the printer will pace itself to help prevent the print head from spontaneously combusting.

Third, You said you had trouble with paper-feeding. How can you have trouble feeding paper into an LC-20? Feeding paper into the printer is as simple as dropping a sheet down the paper-guides and pulling the bail lever towards you; paper will feed into position, where you push the bail lever forwards, press ON LINE and you are ready to print.

How the hell did you get it to chew paper on a regular basis? Sure, it screws the odd bit of fan-fold now and again, but show me a dot-matrix that doesn't.

I feel that your review could have jeopardised the sales of LC-20s.

**Jeremy Withers, Warley,
West Midlands**

You have to remember that we work under certain restrictions (though not the ludicrous time limit you suggest). For starters, we are pretty much

obliged to quote the official list price of printers, even though they are widely available for a good deal less than list price – as we never tire of saying, shop around for the best prices.

Second, we have to assume that the review model we are sent is a representative sample, even though some faults might, for all we know, be attributable to a fault on the particular model we have on test.

At the end of the day (to use a footballing cliché) reviews are just a guide, but if you are left with the impression that there are now better dot matrix printers on the market than this particular Star model, then that's fair enough. It's true.

SUPER STAR?

Full marks for the feature in the October issue on printers. A bit too late for some of use who already have a printer, but that's life innit? Anyway, here are a few points regarding the review of the Star SJ48.

First, where on Earth (or in the galaxy for that matter) did you buy it from? If you take a quick gander through the many adverts in your magazine you would no doubt find that the normal Earth price for the SJ48 is around £230.

Second, regarding the print density, a quick call to Star reveals that it will function quite happily under the NEC Pinwriter or NEC P2200 giving full 360 x 360 dpi resolution. *IntroCAD* print-outs will never be the same again!

**Andrew Parker, Warrington,
Cheshire**

We confess to a minor attack of the gremlins on the price. It is, indeed, about half the price we quoted in the review. And you're quite right about the print densities. We apologise to Star unreservedly for that one.

It's still a very similar printer to the Canon bubblejet, but the similar prices and similar facilities make it a straight toss-up between the two models of printer: if you can get your hands on an SJ-48 at a lower price than a Canon, then go for it!



Knight of Horus by Oliver Harker, Montrose.



Next month

THE BIG

CHRISTMAS

SPECIAL

ISSUE

featuring

FREE!

BOOK

Get the Most out of your Amiga 1290

PLUS

LEMMINGS 2

PLAYABLE DEMO

and the complete

AMOS

THE CREATOR

programming language!

AMIGA FORMAT 42, JANUARY 1990

DO NOT FORGET! Get down the shops for your copy on Thursday December 10, or you could miss it!

WINNERS!

In Issue 39 we asked you to send in your questions. Any questions. Questions you've always wanted to ask about the Amiga, the world and/or most other things, but, for one reason, or perhaps another, have never quite got around to. And boy, did we get a panoply of posers to deal with. Maybe it was the direct and manly way in which we challenged you to ask them, or, more probably, it was the lure of seven superb games on offer for the first 10 enquirers to be plucked from our office millinery.

Out of the compo hat came a humungous squodge of queries and answer them we did in the *Amiga Format Annual '93*, on sale now at a very reasonable £3.95 – get your copy now. And if you already have, then please continue to do so.

Here are the names of the 10 lucky winners who will all be receiving copies of *MicroProse's Civilization*, *Virgin's Archer MacLean's Pool*, *Gremilin's Zool* and *Lotus 3*, *Renegade's Sensible Soccer*, *Millennium's The Aquatic Games* and *Psygnosis's Lemmings 2*...

Ben Wain, Rotherham, S Yorks
Mr IP Atterbury, Barnsley, S Yorks
Paul Hargreaves, Blackburn, Lancs
Paul Ng, Swindon, Wilts
Kevin Oakhill, Dunstable, Beds
David Bateman, Huntington, York
Robert Purser, Boston, Lincs
Robert Nicol, Crewe, Cheshire
CP Voyce, Overstand, Norfolk
Pete Thomson, Carterton, Oxon

Well done all. Have a nice day.

appear that everybody has come to the conclusion that if software were reduced to under £15, piracy would be wiped out. Yet that can't be true, because a lot of games that are available cheaply are still pirated.

I am 14 and in my third year at secondary school and every day I see hundreds of pirated games flying around including *Lotus Esprit*, *Rainbow Islands* and *WC Leaderboard*, all of which are available for £7-9.

Also, many full price games are soon available for under £15 in mail order lists. *Kick Off 2*, *Lotus 2*, *Prince of Persia*, *Man Utd Europe* and *MicroProse Golf* are just a few of the many games I have seen pirated copies of while they are available for around £10 in the adverts in your magazine, thus proving the 'reduce prices, reduce piracy' theory wrong.

David Hurdman, Skegness, Lincolnshire

But make casual copying impossible and you cut out this kind of piracy, which is (again!) why CD will yet be the saviour of the Amiga. If CD-based games are available for £20 when brand new and maybe a tenner or less a few months later, surely we'd all prefer to buy smart, boxed original copies?

Remember what's at stake here. If disks were the only option, software houses would have started giving up on the Amiga at the beginning of this year. As it is, we've got the option of moving up to CD; this not only secures the fact that all new games will be released on the Amiga, but also means that the software houses will prefer developing for the Amiga than for the Sega and Nintendo consoles, where their profits are wiped out by the cost of the cartridges.

Which in turn means that Amiga CD games become more popular, the Amiga takes over as Number One games format and the shops will be packed full of the stuff, making it far more widely available. It could be a good future!

COST EFFECTIVE

I am very impressed with the way you continually ask for feedback on how we want 'our' magazine to look. So far I'm pleased with the results.

I would however like to draw your attention to the *Amiga Format Special* – which too was impressive, but £3.95? I ask you. Look at it this way, I went to my local shop and handed over £7.90 in total for both mags which could have bought me a decent low-budget game. It was a bit much to ask.

Paul Ryan, Edgware, Middlesex

It seems like a lot, but consider what you're getting. The best Amiga magazine, plus a complete program that could be worth from £20 to £100. Then you've got the Special, which is more like a book than a magazine, which is why it costs more. And when you see the Special Annual, I think you'll be pretty impressed.

MATTER OF OPINION

After reading a letter in your magazine about software piracy, I feel I must write and say that the person who wrote the replies to these letters is a prat. He says 'you don't have to buy a game if it is bad.' He then goes on to say that magazines like your own help people to decide what game are good and what games are not.

This is all well and good, provided that the person reviewing the game has the same tastes as the reader. The reviews in your magazine and in others are the views and opinions of only one person. Surely a better way to review a game would be to allow several people to make comments on it, grade it and then take an average mark.

Gavin Don, Ellon, Aberdeenshire

In fact that's exactly what we do. In most cases a game will be checked by at least three people – the reviewer, the reviews editor (Neil) and the editor (me). We frequently argue, and then come up with a compromise.

In many cases, more of us get involved. You should have seen the arguments over whether Zool should be rated higher than Rainbow Islands and whether Putty should be rated higher than Zool. Finally, of course, it's an opinion, but generally, most people will agree whether, say, a film that Barry Norman reviews is good or not. You may find it interesting to look at the results of our readers' poll (printed in the Annual, now on sale!) where it becomes quite clear that there is a consensus as to which Amiga games are the best, and they agree with us!

STRANGE...

I believe that I am typical of many other teenagers in that I don't play games a lot. I spend most of my com-

puter time trying to create a worthwhile animation, program, drawing or story.

When I tell my friends this, they don't believe it, but it's true. A lot of the Amiga users in my age group that I know are either games junkies or trying to crack the software they do own (a bit difficult when you consider that none of them know anything about or have any intention of finding out about assembly and machine code).

Dermot Williams, Dublin, Eire

I think you're probably right in saying a lot of people use their Amigas for other things than playing games. That's what makes the Amiga so popular. But the vast majority of us still enjoy playing games.

What I do find sad is the part about trying to crack games. It's a bit pathetic that so many people think it's clever or glamorous to do that. It just requires a lot of tedious, techie programming knowledge which (in my experience) is the equivalent of being a boring swot.

The great thing about the people who program games is that they not only have the expert knowledge, but they are also creative people. Crackers, by contrast, are socially as lame as they come.

DEMOS WINNER

I am constantly amazed at the number of people who write in to your magazine moaning about the price of games. Personally, I am perfectly willing to shell out £25 – £40 for a game, as long as I think it's worth it.

For example, I paid £27 for *The Addams Family*. The only reason I was willing to pay this much was because another magazine gave away a demo of it and after playing it, I decided I wanted to see it in all its glory. After many hours of frustration I finished the game, totally satisfied. In fact, I probably would have paid more.

Probably the best way to combat piracy (you'll never ever stop it completely, there's a way round everything) would be for the software houses to give a full demo of the completed game, not just work in progress, say a month before the game is released.

This gives everyone who wants the full game a chance to save their pocket money, maybe do a few odd jobs, so that when the game does come out they have enough money to buy it there and then.

Ms C Goodwin, Barrow-in-Furness

Quite right too. It constantly amazes me that software houses are not falling over themselves to get demos of their games on to the Amiga Format Coverdisk. It's the best possible form of advertising (no other form of advertising is completely interactive) and ought to cost many thousands of pounds, yet we give them the chance to reach 200,000 people for free!

Spot the shot 39



Simply identify the game that this small portion of a screen-shot is from, write the answer on a postcard with your name and address and send it in to us.

The address is Spot the Shot 41, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW. The first correct entry out of the hat every month will win a fabulous *Amiga Format* T-shirt!



The winner of Spot the Shot 39 is Brian Haynes of Sallington, Northampton, who correctly identified the game *Zool*. An *Amiga Format* T-shirt is on the way.

CAN IT BE true that a country that is plagued by regular power cuts has also built the world's biggest lighthouse?

It seems so. The gallant sailor-lovers of the Dominican Republic have erected a massive marine-safety edifice that uses 197 enormous lightbulbs of the same kind of that is used to floodlight Disneyland.

The lighthouse projects a massive cross on to the underside of low cloud – when the electricity is working, at least. The Dominican Republic has at least two power cuts a day.

SO, ENGLISH HERITAGE is to sell 200 historical sites to cut down its £90 million budget. We have a few suggestions to go along with Winchester Palace and Hadrian's Wall. The following might make vast amounts. How about The Rovers' Return? Brookside Close? Wembley Stadium? Maybe Buckingham Palace and Windsor Castle could raise a few bob. And then, of course, there's Canary Wharf, a strange religious site used by high priests of a now long-dead faith.

HOW MANY COPIES of Madonna's new book have been bought and will not be taken out of their Mylar wrapping for another 20 years until they are auctioned off as pristine copies? We guess... lots.

By the way, Mylar is used to make PCBs and the drivers for Sony MDR head-phones.

MORE GREAT HEADLINES OF OUR TIME

It's *The Guardian* again. This time from the Monday, October 19 edition. We think this headline doesn't just catch the reader's attention... it bludgeons you into abject bewilderment. Here we go then... 'Beware the truth behind the optimists' belief in the devaluation panacea'. Woooah! The piece was written by a Dr Panic of Selwyn College Cambridge. You'd also have had a job working out BBC1's One O'Clock News headline on October 15, which announced to the world that: 'The latest figures show that one in ten workers is now jobless.' Define 'a worker', Auntie.

TEN THINGS YOU WON'T HEAR ON THE BUS THIS MONTH

- 1 Having studied the Maastricht Treaty in some depth I think that...
- 2 Ross Perot didn't once think of getting lots of free PR for his own company!
- 3 What book by Madonna?
- 4 Wasn't Spitting Image offensive this week?
- 5 Trivial Pursuit anyone?
- 6 I just don't know what to spend it all on.
- 7 After what Gary Lineker said, I for one won't be letting my children watch Match of the Day again.
- 8 xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx!
- 9 Isn't it good that no one's put Christmas lights on yet?
- 10 You must come and see our new office in Canary Wharf...

Actual Reality

Life can be a vicious, tilting, greased hog-ride if you let it get away from you – just look at the Government. Luckily, we have our Amigas.

Unluckily, real-life still goes on outside. Let's have a look at

A MINE OF WISDOM

Does anyone out there remember when Arthur Scargill was generally accepted as being the country's foremost prophet of doom, gloom, looniness and boat-rocking anti live-now-pay-laterism, as he ranted his way around the Commie-infested pits of hell that were the mines?

Does anyone remember when Michael Heseltine was generally perceived as being the caring, forward-thinking, earthy, slightly eccentric, but essentially people-centred face of Government, as he eloquently orated his way around Toxteth and other trouble spots?

Does anyone remember when the miners were the mental, Marxist, money-grabbing exponents of 'the British disease'?

Does anyone remember when the financial institutions were the cash-producing free spirits at the vanguard of the British revival?

Does anyone recall when Arthur Scargill was berated for not calling a national secret ballot among the miners?

Does anyone know when the date for the Maastricht referendum is?

Strange thing, life, innit?

WE HAVE RECENTLY seen the 50th anniversary of the battle of El Alamein (before which we hadn't had a victory, and after which we never had a defeat – cheers). Various stories were told about the 12-day battle and the leadership of the distinctly eccentric Viscount (Bernard) Montgomery. But the tale of the Field Marshall's Kung Fu skills did not emerge. Well, Tim went to a school in Winchester that used to bear the name Montgomery of Alamein. In the main foyer of this hallowed hall of learning was a picture of the great old warrior (Monty that is) apparently chopping the headmaster in the back of the neck on the day of the school's naming as the head leaned over to sign a book. The tale of Monty's martial arts expertise was a tightly kept secret, and can only now be revealed.

THE GREEK GOVERNMENT (which is gaining a regular Actual Reality spot) is to buy up repossessed hotels and turn them into prisons mainly for people convicted of tax-evasion. Now why would anyone turn a hotel into a prison for that particular offence? Mmmmm?

Amiga Format Issue 41

EDITORIAL CONTRIBUTORS

Clare Hodgson
Asam Ahmad
Paul Tyrell
Matthew Fyles
Huw Llewellyn
Ed Ricketts
Andy Lowe
Neil West
Brian Larkman
Jason Holborn

PHOTOGRAPHY Ashton James, Bradford-on-Avon;

COLOUR ORIGINATORS Phoenix Repro
PRINTERS Chase Web, St Ives PLC, Plymouth

NEWS TRADE DISTRIBUTION UK
Future Publishing 0225 442244
NEWS TRADE DISTRIBUTION OVERSEAS:
MMC Ltd 0483 211222
CIRCULATION DIRECTOR Sue Hartley 0225 442244



Home of Britain's finest magazine.

AMIGA FORMAT

Amiga Power • Amiga Shopper •
ST Format • Sega Power • Mega
Super Play • Total • Future Music
Amstrad Action • Your Sinclair
Commodore Format • PC Answers
PC Plus • PC Format • PCW Plus
Cycling Plus • Mountain Biking U.K.
Needlecraft • Classic CD
Crosstitch • Photo Plus

Your guarantee of value

This mag comes from Future Publishing, a company founded just seven years ago but now selling more computer magazines than any other in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the very best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our crayon-wielders

highlight key elements by using charts, diagrams, summary boxes, and so on...

Greater relevance. At Future, Editors operate under two golden rules:
● Understand your readers' needs.
● Then satisfy them.

More reader interaction. We draw on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality – magazines you can trust.

Award winning innovative products from Power Computing Ltd

A2000 Hard Cards

GVP Series 2 HD

- Up to 8Mb SIMM RAM on-board
- Supports external SCSI devices
- 14MHz SCSI controller

Bare	£129		
40QMB 0MB	£249	80QMB 0MB	£349
40QMB 2MB	£299	80QMB 2MB	£399
40QMB 4MB	£349	80QMB 4MB	£449
40QMB 8MB	£429	80QMB 8MB	£539

Nexus Hard Card



- Up to 8MB RAM on-board

Bare	£129		
40QMB 0MB	£249	80QMB 0MB	£349
40QMB 2MB	£299	80QMB 2MB	£399
40QMB 4MB	£349	80QMB 4MB	£449
40QMB 8MB	£429	80QMB 8MB	£539

Bare SCSI Hard Drive

40 Quantum	£179	80 Quantum	£229
------------	------	------------	------

(Suitable for GVP G-Force, GVP HD or Nexus HC)
Other sizes of HD available, please call

RAM Expansion

- Aries A1500 / A2000 RAM

2MB	£129	6MB	£209
4MB	£169	8MB	£249

Macintosh Emulator

"This really is the best emulator we've seen for the Amiga. It behaves just as if you really were using a Mac"

Amiga Format Sept 1992

AMax-II Plus

- Amiga 1500 and above
- Runs Mac software
- Runs System 7
- Full support for all SCSI Mac peripherals and the ability to read Mac disks in your drives
- 68020/68030 compatible
- AppleTalk emulation
- Can use Amiga ECS
- Easy to install

AMax-II Plus£229
(Mac ROM chips required)



24-Bit Colour

OpalVision

- 24-bit graphic card
- 16.8 million colours available
- Operates in all standard Amiga resolutions
- VLSI Microcode graphics co-processor
- Double buffered 24-bit and 15-bit animation is available in all resolutions
- 'Palatte-mapped' design updates screen colours in real-time. Fade pictures in and out and change their palettes
- Equipped with 1.5MB of display RAM
- Auto-config for NTSC or PAL
- Available for all Amigas

Software included

OpalPaint

- 24-bit painting and image processing

OpalPresents

- Presentation program
- Control OpalVision images, Amiga graphics and live video
- Includes fades, effects etc.
- Many more features

King of Karate

- 24-bit computer game
- Exciting karate competition
- Demonstrates OpalVision capabilities

OpalVision£699

More information available
OpalVision roaster chip available soon

Monitors

"For a monitor of this quality, the CM8833 is worth every penny"

Amiga Format Sept 1992

"The 4FG is an absolutely smashing monitor that beats every competitor"

Amiga Format Sept 1992

Philips CM8833 Mk2

- With cable
- Available with Lotus Turbo Challenge 2
- On-site maintenance

CM8833 Mk2£199

NEC Multisync 4FG

- For use with Flicker Fixers
- Very high quality
- Built-in degausser
- 15" Screen

NEC Multisync 4FG£549

Optical Hard Drive



- Manufactured by Power Computing
- 128MB on one optical disk
- Read and write optical disks
- 40ms running speed
- Built-in power supply
- High power cooling fan
- 25-way and 50-way SCSI ports
- Thru'port built-in
- SCSI ID switch
- Compatible with major SCSI controllers

128MB optical drive (Internal)£729

128MB optical drive (External)£999

128MB 3.5" optical disk£39.95 each

SCSI controller card
for A1500 / A2000£129

(Compatible with Amiga, PC, and Mac. A SCSI controller is required on the Amiga and PC)

Commodore A1500

- 1MB of RAM
- Two 3.5 internal disk drives
- Fully expandable, accepting all A2000 peripherals
- Keyboard and mouse
- Software included
- The Works Platinum Edition
- Delux Paint III
- Home Accounts
- Puzznic game
- Toki game
- Elf game

A1500£599

Accelerator

GVP G-Force

- 68030 accelerator board
- 68882 Maths co-processor
- DMA SCSI controller on-board
- 68000 fall-back mode
- Only CPU slot is used
- Internal and external SCSI connector
- Converts to hard card with Hard Drive mount kit
- 32-bit RAM as standard

25MHz 1MB RAM£529

40MHz 4MB RAM£759

50MHz 4MB RAM£1249

Hard drive mount kit£35

Tel 0234 843388

Printers

All printers include cables
and next day delivery

Star Printers

LC200 colour	£199
LC24-200 mono	£239
LC24-200 colour	£289

Citizen Printer

Swift 24e	£279
(includes colour kit and AMI)	

Epson Printers

Laser

EPL-4000	£639
EPL-4300	£799
EPL-8100	£1349

Inkjet

SQ-870	£509
SQ-1170	£629
(132 column printer)	

Dot Matrix

LQ-570	£289
LQ-1070	£449
(132 column printer)	



LQ-100	£209
LX100	£189

Supra Modems

Supra Fax Modem Plus	£136
Supra Fax Modem v32Bis	£295
Supra Modem 2400 (External)	£91
Supra Modem 2400 ZIplus (Internal)	£134
Supra 9600	£POA

Miscellaneous

Power Mouse	£15
Optical Mouse	£29.95
Replacement optical mouse mat	£9.95
10 Maxell disks, optical mouse,	
Zipstick	£45
Maxell multi-colour disks (10)	£9.95
Floppy disks bulk	£POA
Aviator 1 joystick	£35
Intruder 1 joystick	£29.99
Maverick 1 joystick	£15.99
Python 1 joystick	£9.99
Apache 1 joystick	£7.99



The Power Computing colour hand-held scanner for the Amiga is now available. This scanner offers the following features

- 4096 colours
- 50-400 DPI
- 4 Scanning modes
- Text
- Greyscale
- Colour halftone
- Colour

The Amiga interface plugs into an A1500/A2000/A3000/A4000 expansion slot with a separate version which connects to the expansion connector of the A500/A500+. The A500 version has a through-port which is compatible with all Amiga 500 expansion peripherals.

The software supplied with this scanner is the new PowerScan Professional 3, which also supports the greyscale scanner and will be available as an upgrade to existing users of PowerScan for £15.

Colour PowerScan v3.0 features

- Real-time 'True-feel' scan option in colour halftone mode
- Images are stored internally as 12-bit graphics, not HAM. This means that no quality is lost due to the Amiga only being able to display HAM images in 4096 colours

- Images are displayed as HAM pictures
- HAM images may be loaded from disk and edited using PowerScan 3
- Image size that can be handled is limited only by the amount of memory available
- Memory does not have to be chip memory as in many art packages
- Images can be saved in various file formats
- View whole image function
- Scale/rotate/skew image or clipboard by any amount
- Crop image
- Clean up, lighten or darken image
- Variable zoom mode
- Draw freehand, lines, circles, boxes and polygons in various fill patterns, brush sizes, paste modes, or with the clipboard image
- Clipboards may be scanned directly, or any shape can be cut from the main image
- The software is compatible with all Amigas
- Supports Workbench 2 and ECS screen modes

Colour PowerScan now available

New v3.0 Scan software

PowerScan Colour v3.0	£239
PowerScan Greyscale v3.0	£99
PowerScan v3.0 software upgrade	£15

The Amiga can only display 16 greyscales



MISSION:

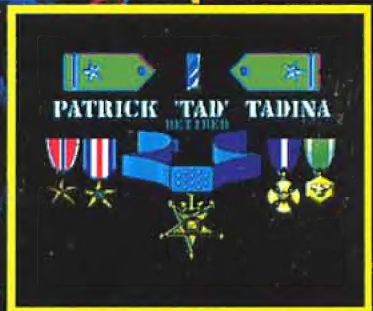
..GO TO LOCAL DEALER..
..REQUEST DEMONSTRATION..

..GET..

**...FREE...
..BADGE..**

AT PARTICIPATING DEALERS
RING US FOR DETAILS
0453 756993

FIRE FORCE



FIREFORCE
TWELVE
HUGE
THRILLING
MISSIONS

- Join the ELITE fighting force of the fearless
- exciting missions across different TERRAIN
- choose from a huge ARSENAL of weapons
- MK 16's, AK47's, grenades, knives and more
- you provide skill, stamina and REFLEXES

INTERNATIONAL • COMPUTER • ENTERTAINMENT
BRIDGE HOUSE MERRYWALKS STROUD GLOS GL5 1QA

AX : 0453 756998

• TEL : 0453 75699